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(54) **SHARED MEMORY MULTI VIDEO CHANNEL DISPLAY APPARATUS AND METHODS**

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H04N 7/01 (2006.01)

(52) **U.S. Cl.** **348/714**

(58) **Field of Classification Search** 348/714,
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348/614, 618, 451

See application file for complete search history.

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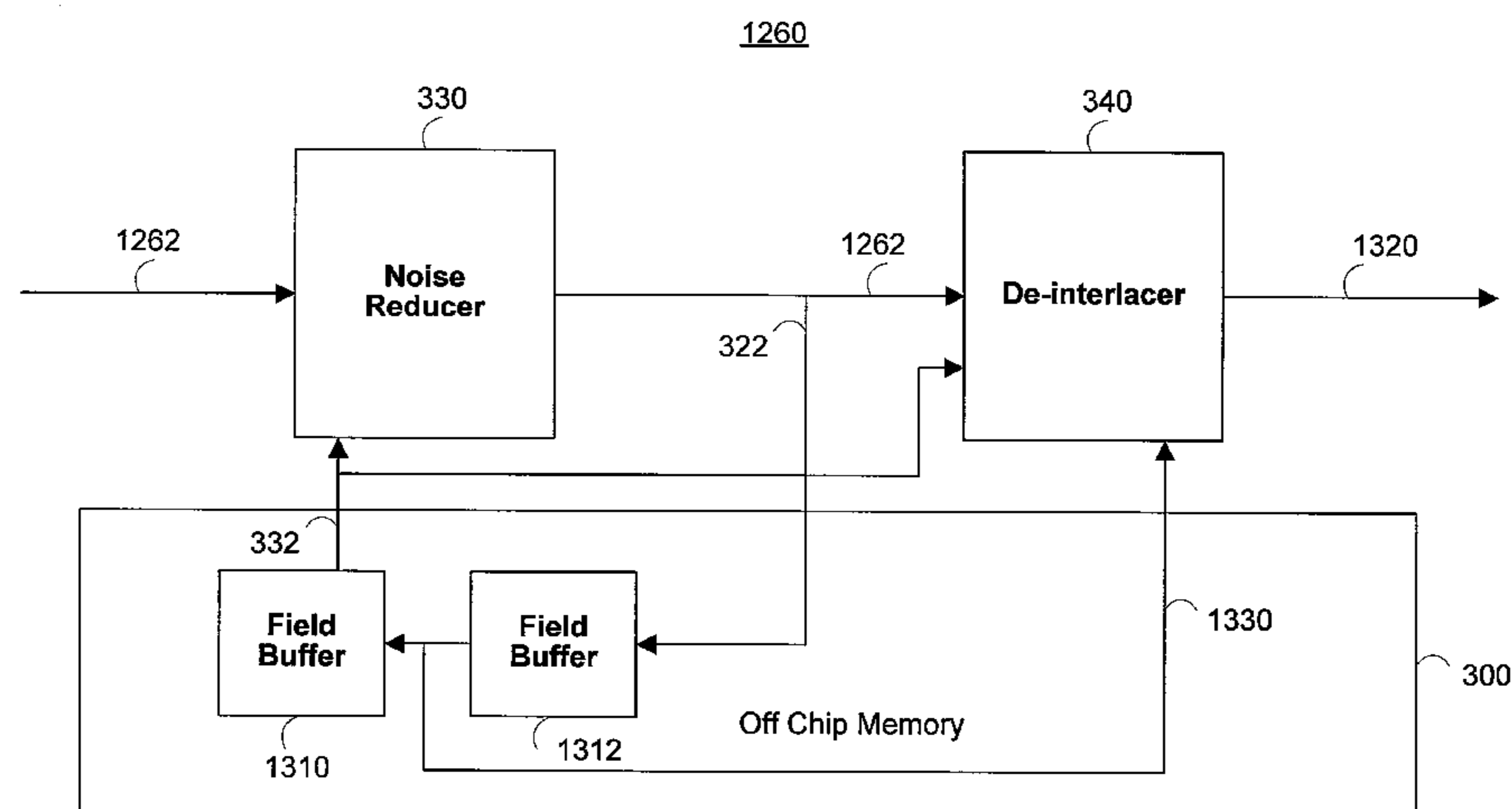
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Primary Examiner — Paulos Natnael

(57) **ABSTRACT**

A shared memory video processor including signal processing circuitry. The signal processing circuitry may enable a noise reducer and a de-interlacer to share access to field buffers in a memory device to store various field lines. Some of the stored field lines may also be shared within the signal processing circuitry. The sharing of some stored field lines reduces overall memory bandwidth and capacity requirements. The signal processing circuitry may be capable of performing multiple field line processing. A set of field line buffers may be provided to store field lines for multiple field segments and may provide the data to the corresponding inputs of the signal processing circuitry. To further reduce storage, some of the field line buffers may also be shared among the signal processing circuitry.

42 Claims, 20 Drawing Sheets



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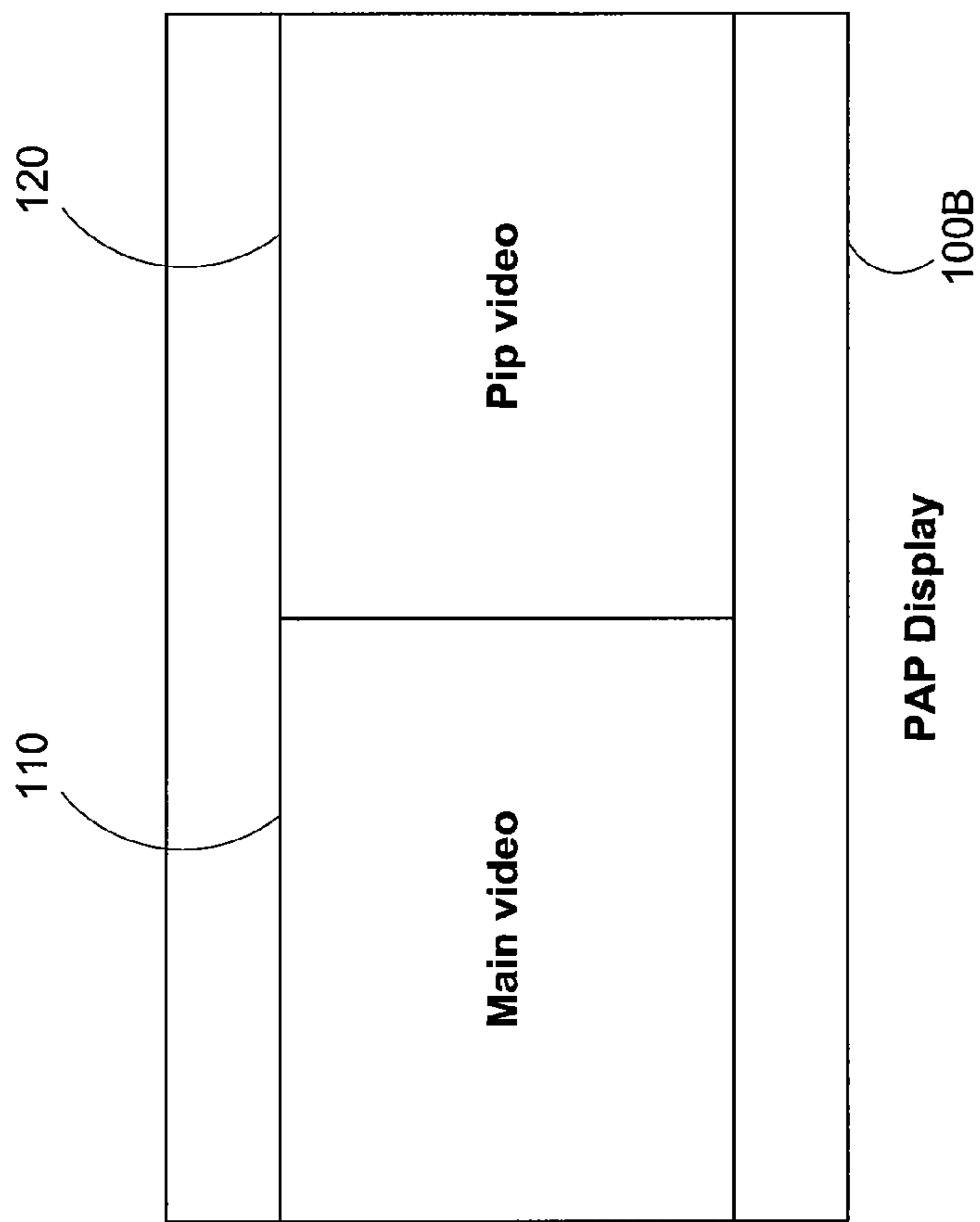


FIG. 1A

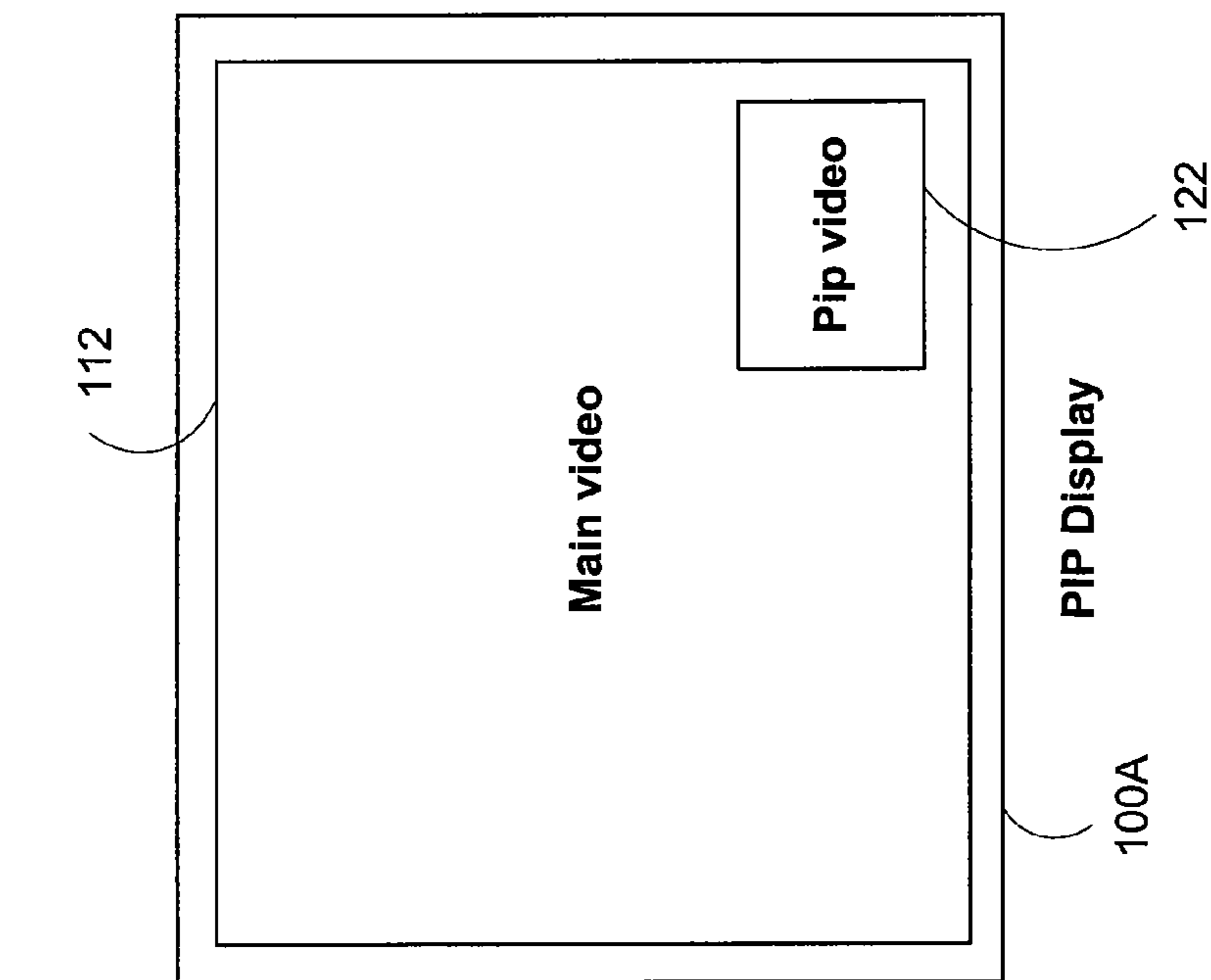


FIG. 1B

FIG. 1

200

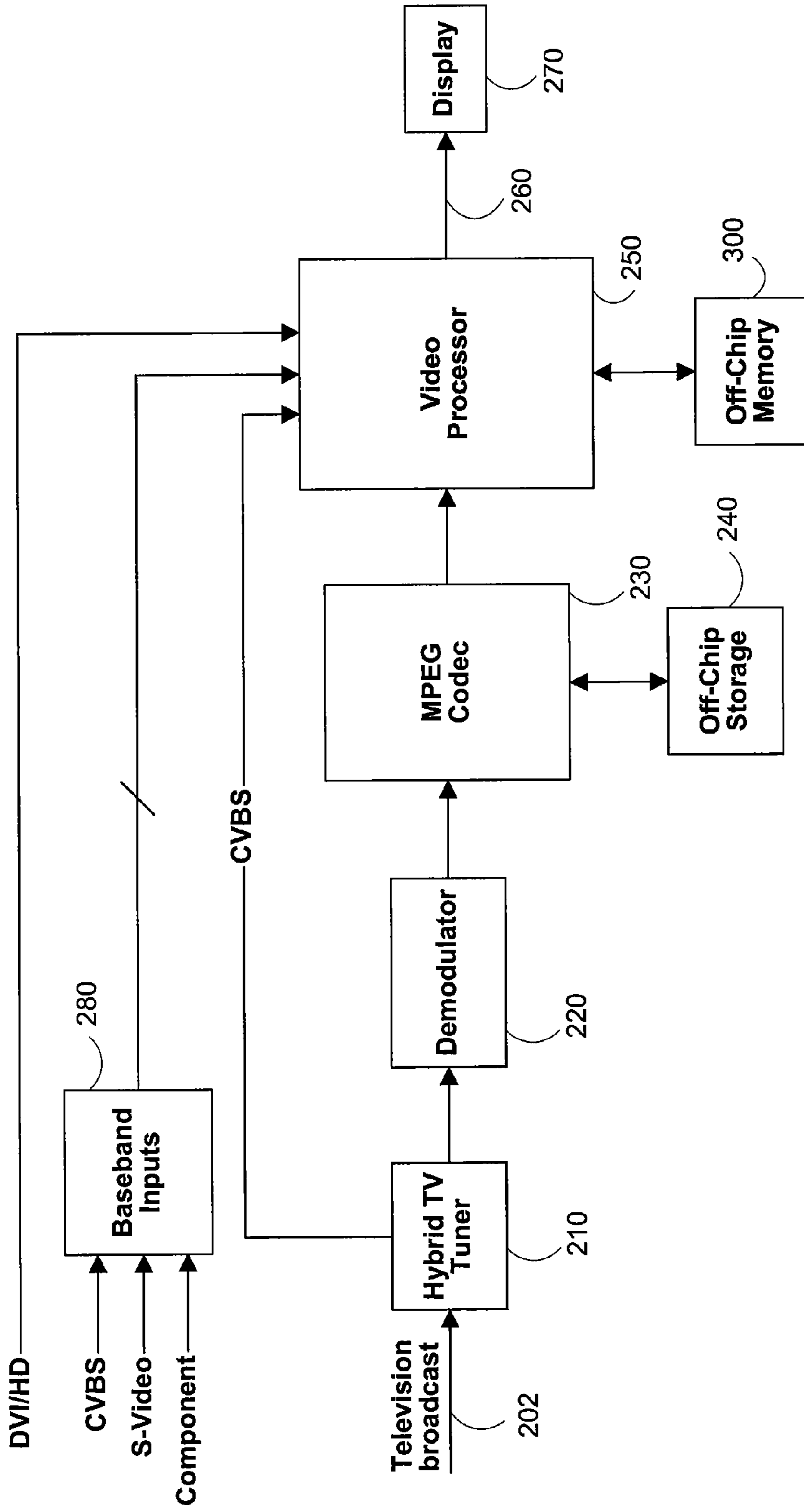


FIG. 2

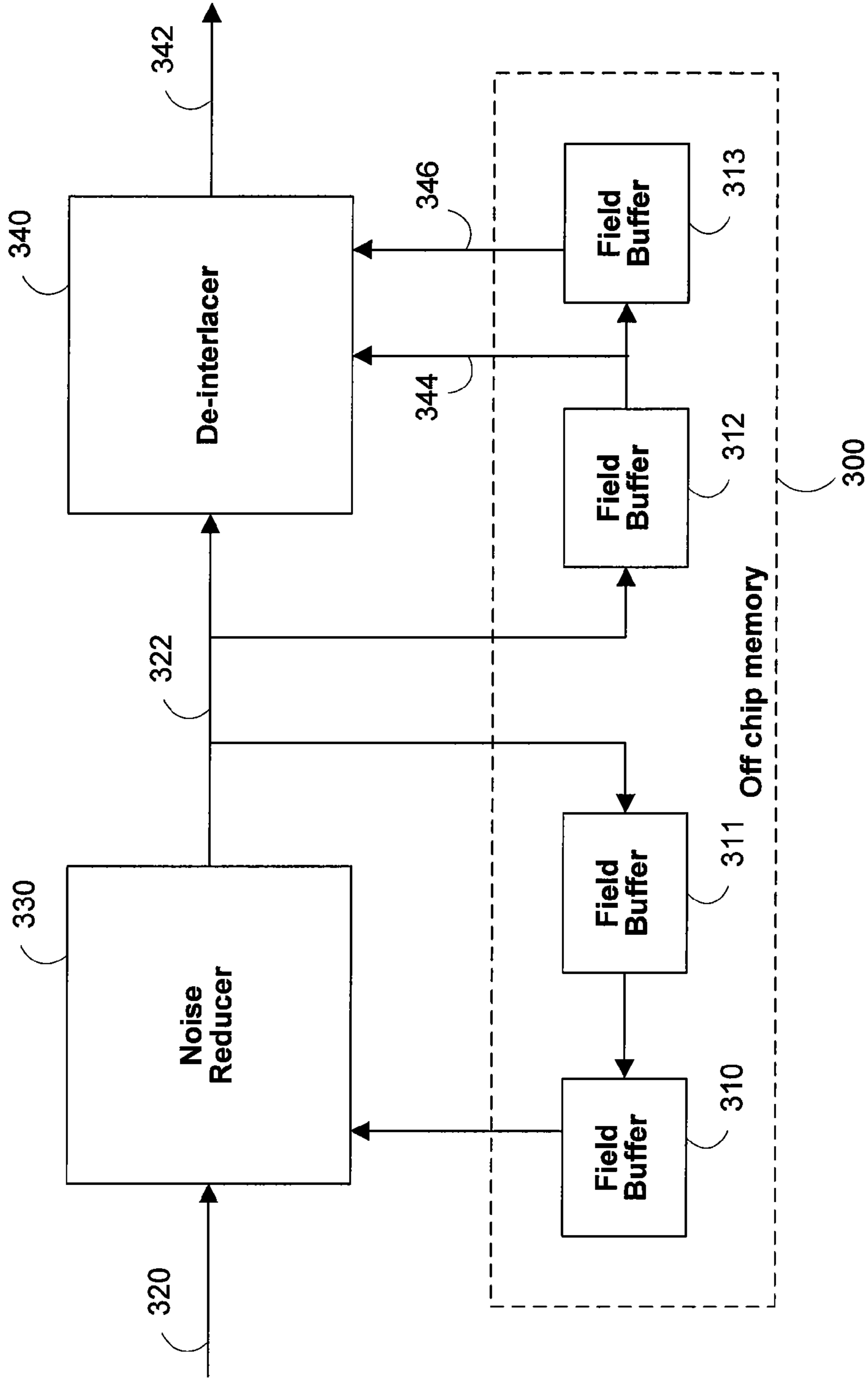


FIG. 3

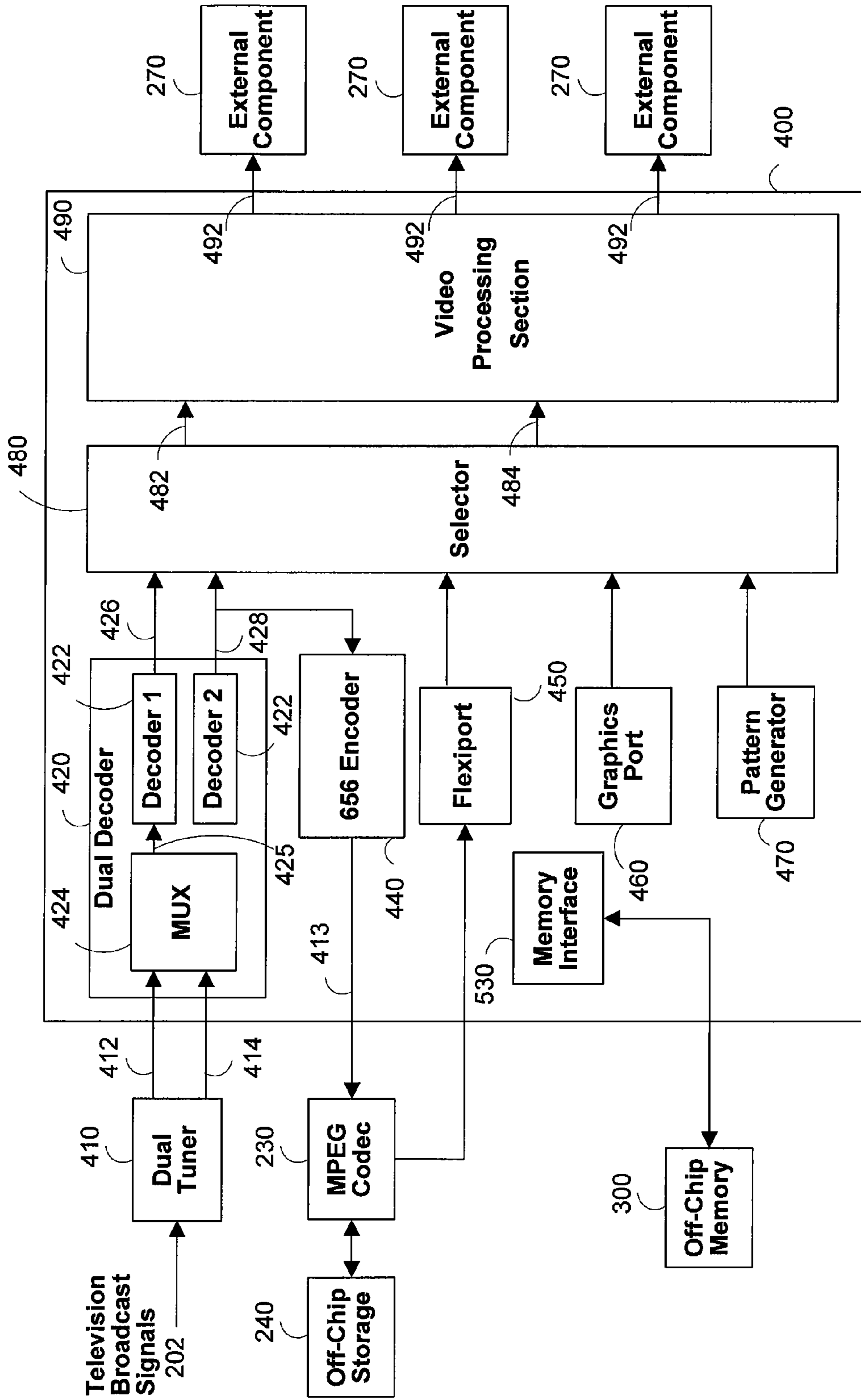


FIG. 4

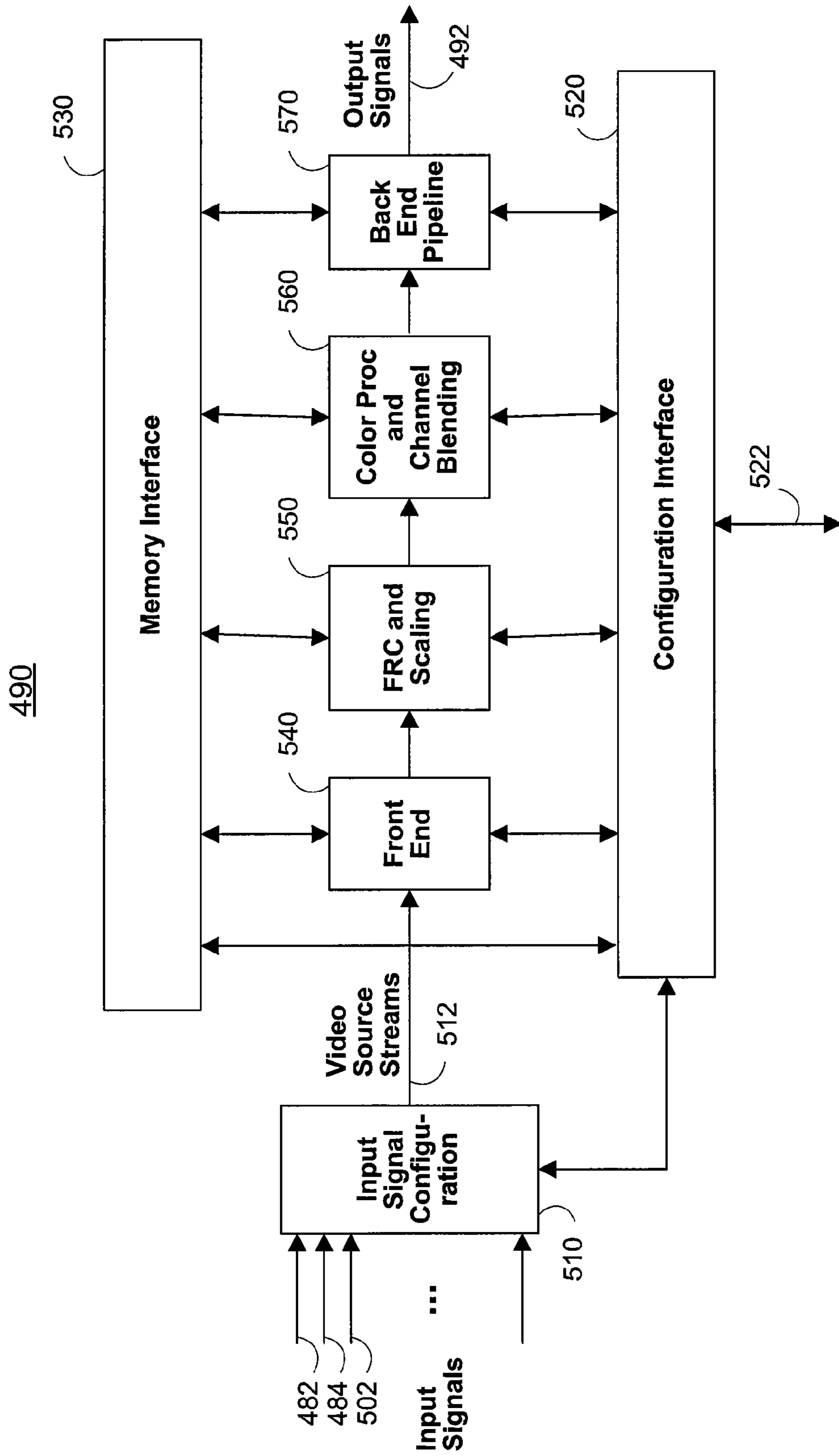


FIG. 5

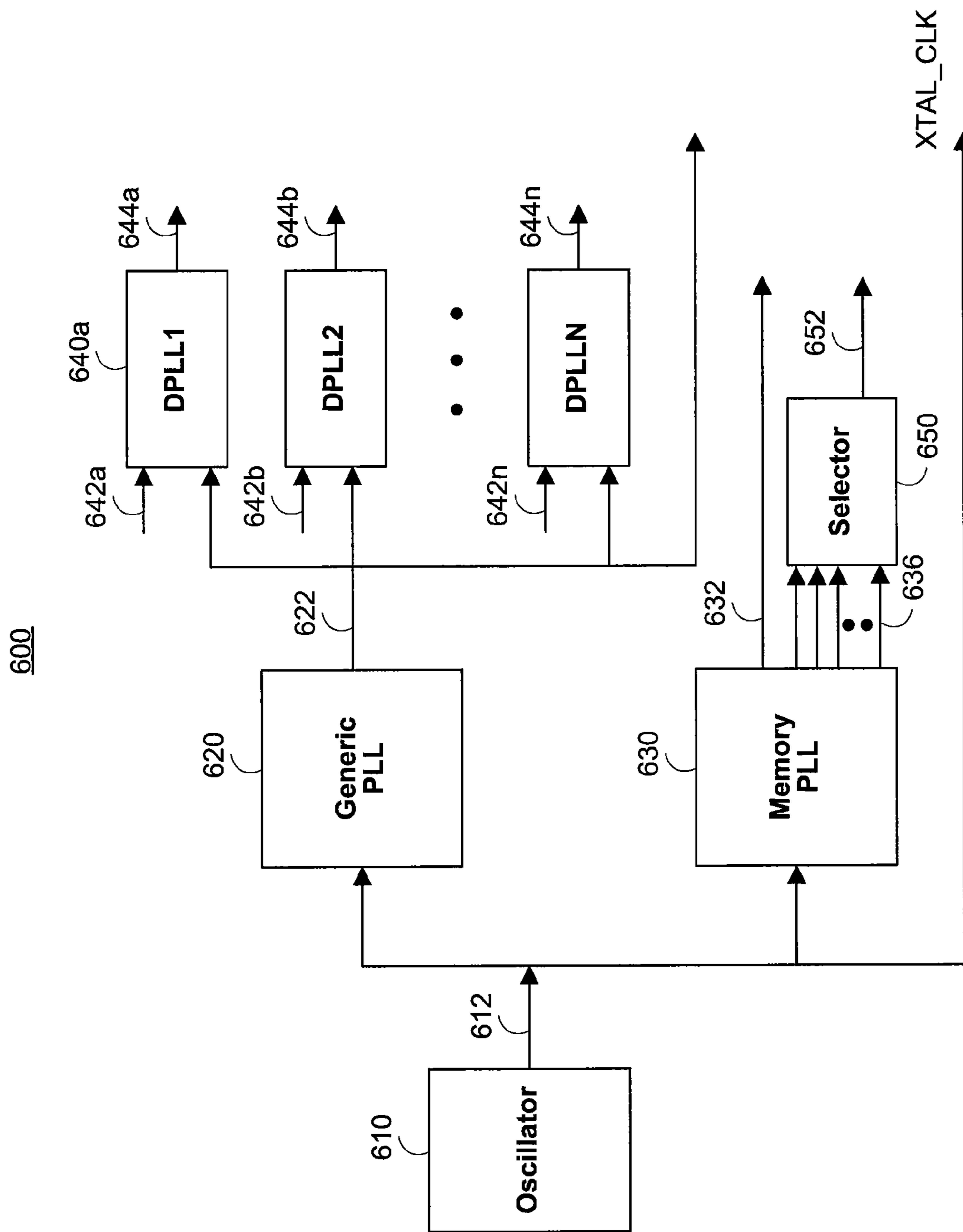
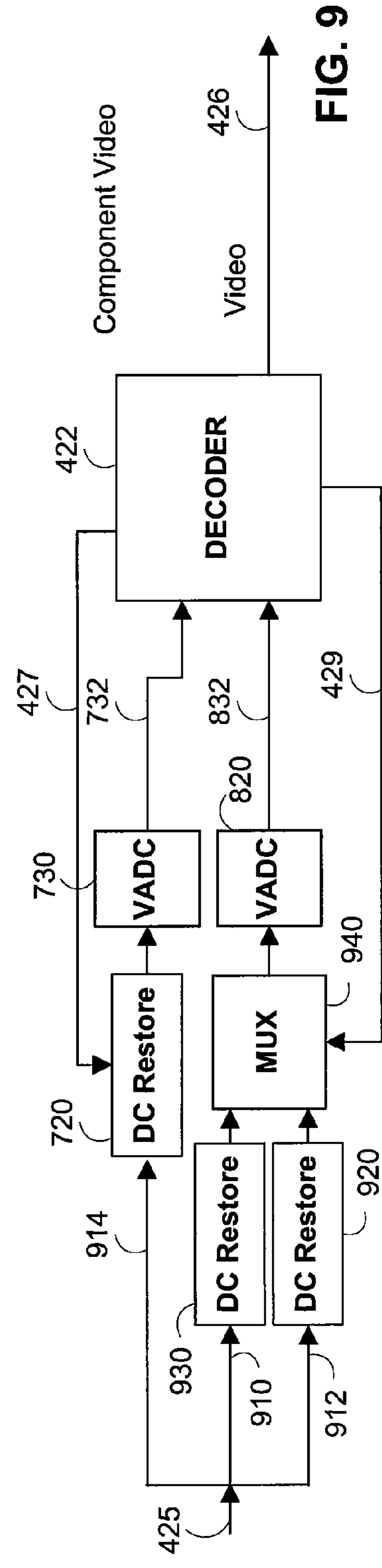
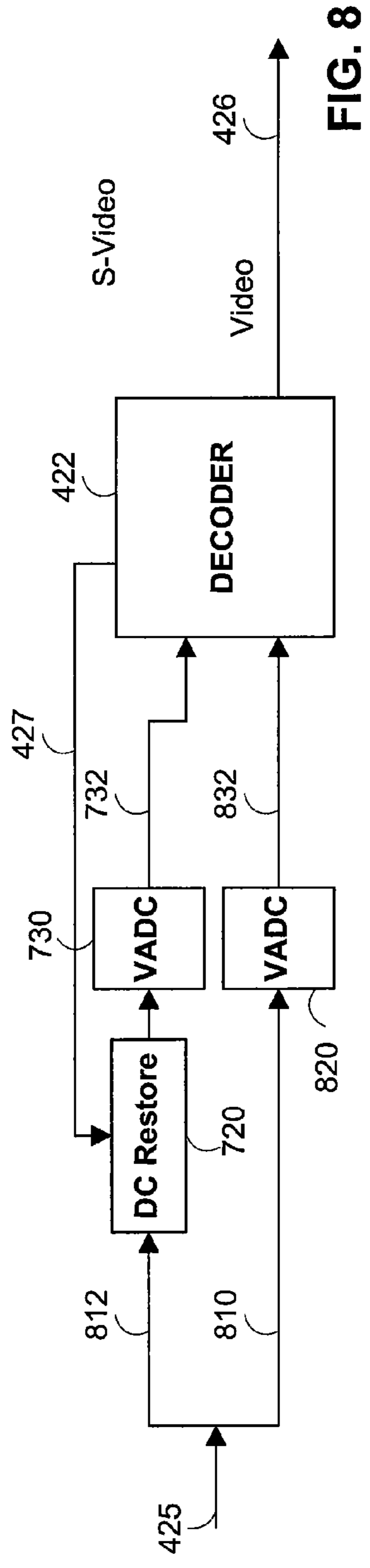
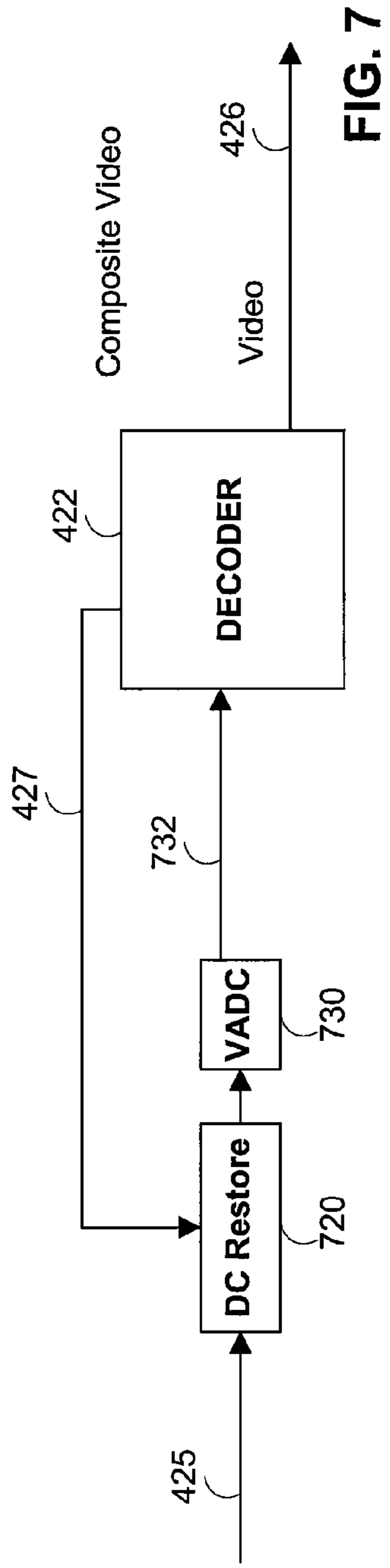


FIG. 6



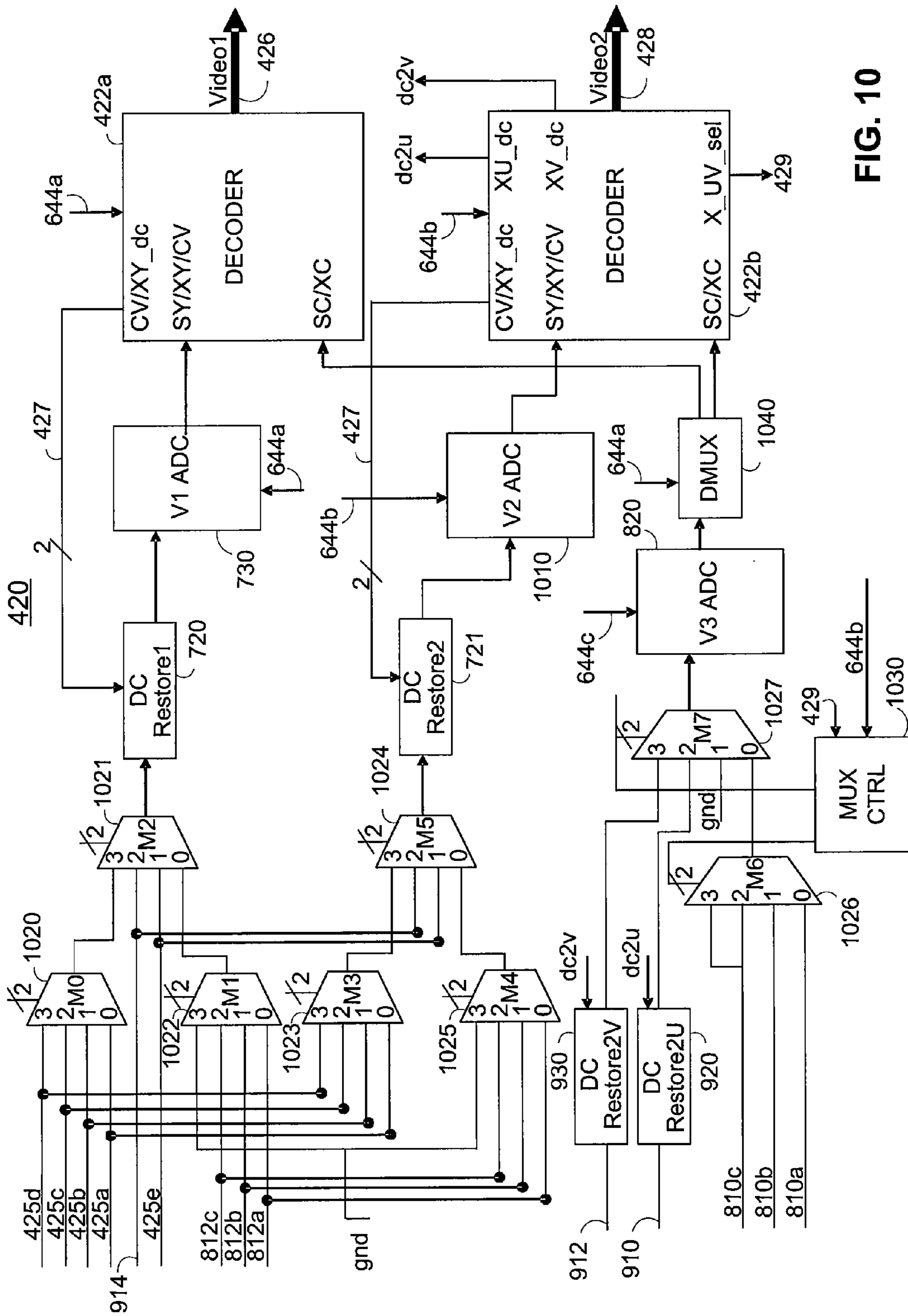


FIG. 10

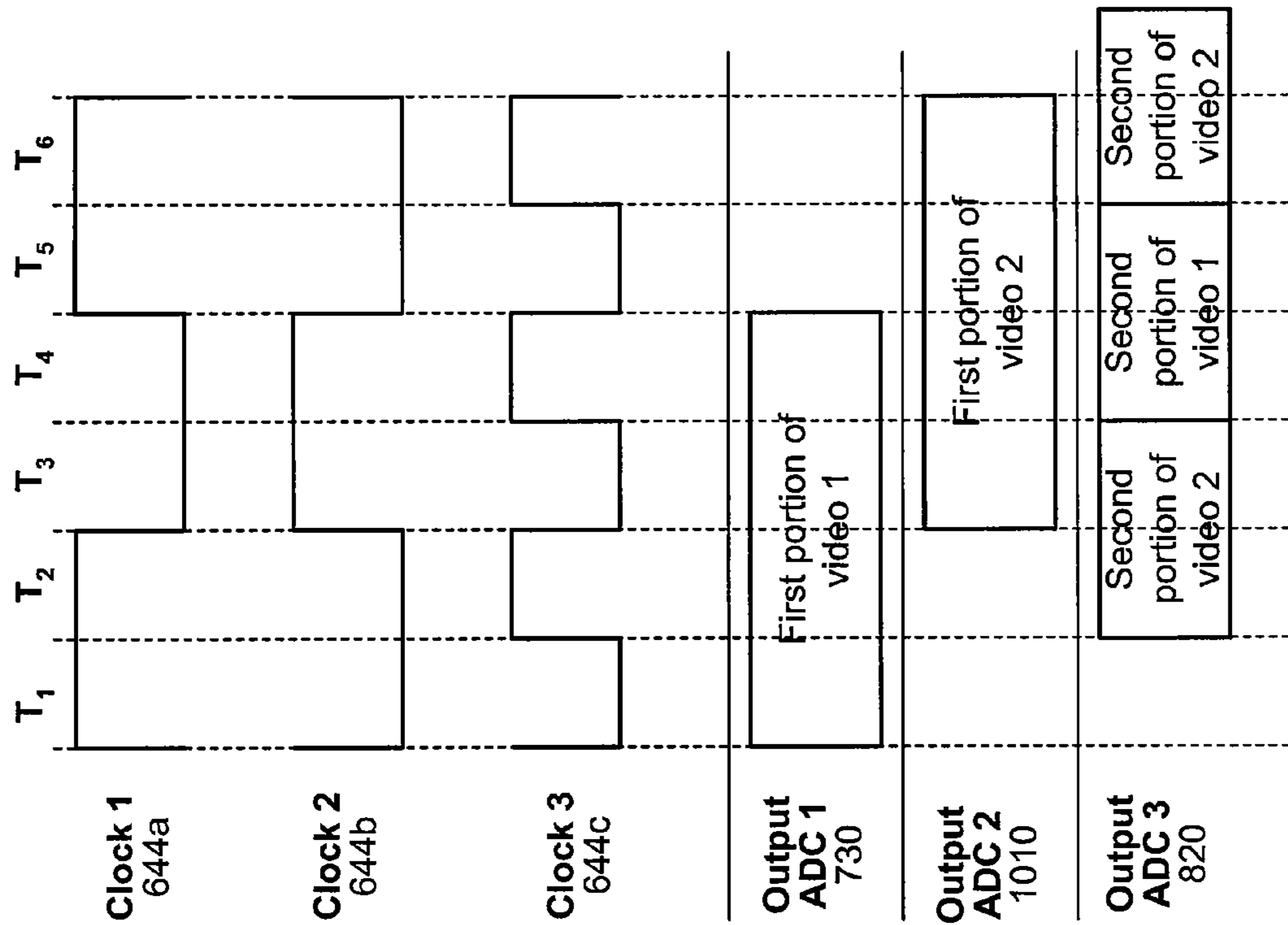


FIG. 11

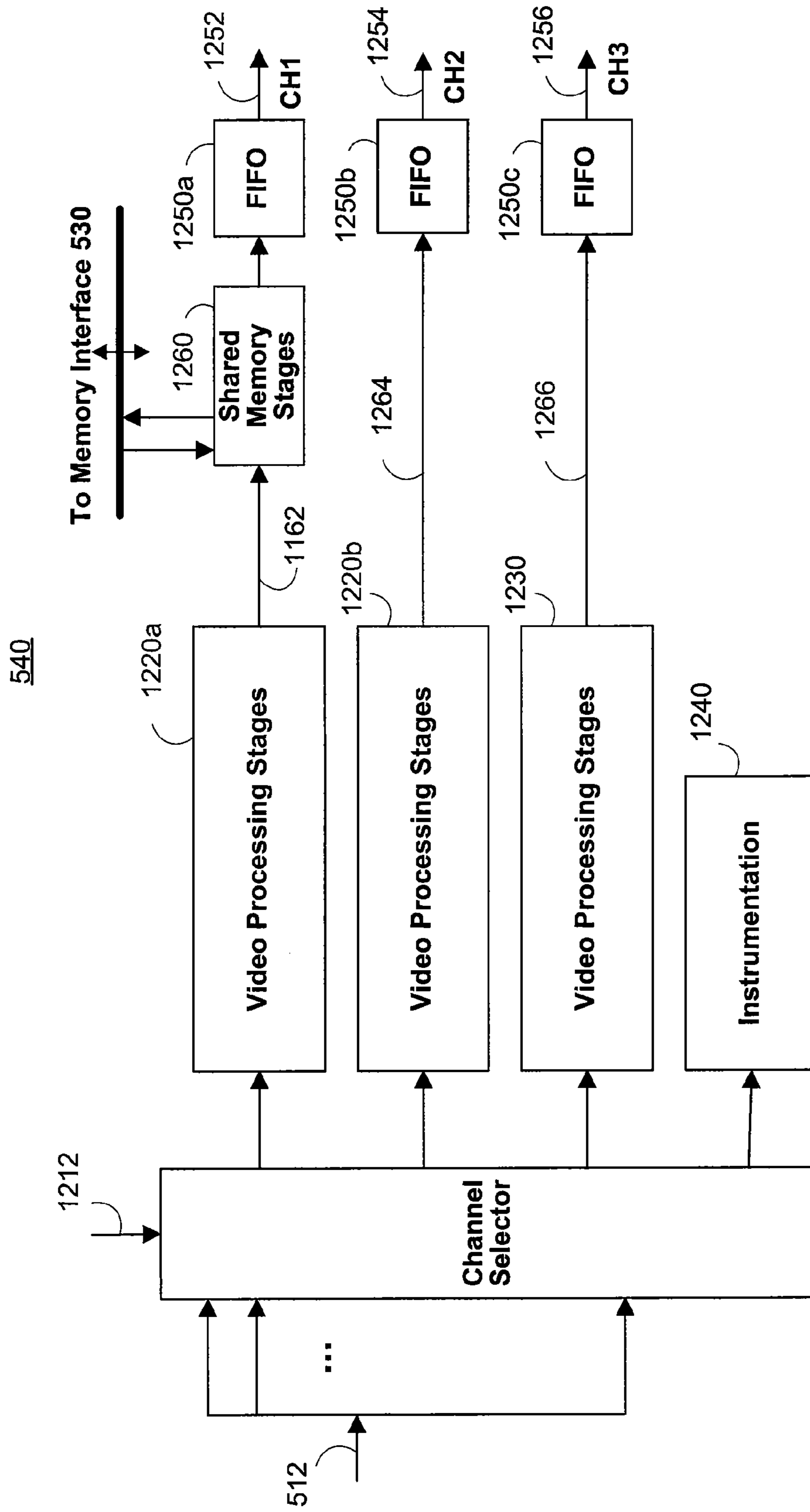


FIG. 12

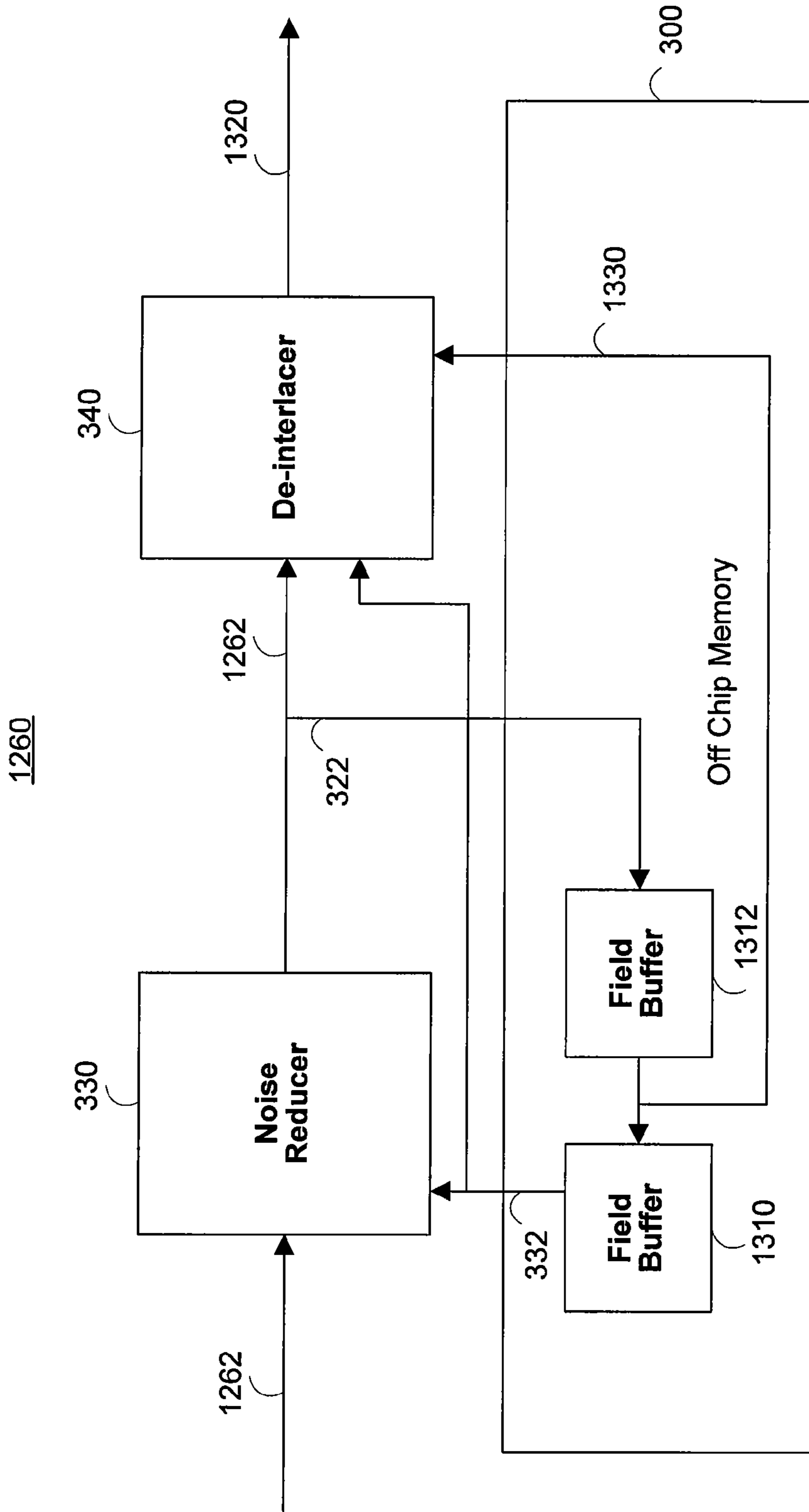


FIG. 13

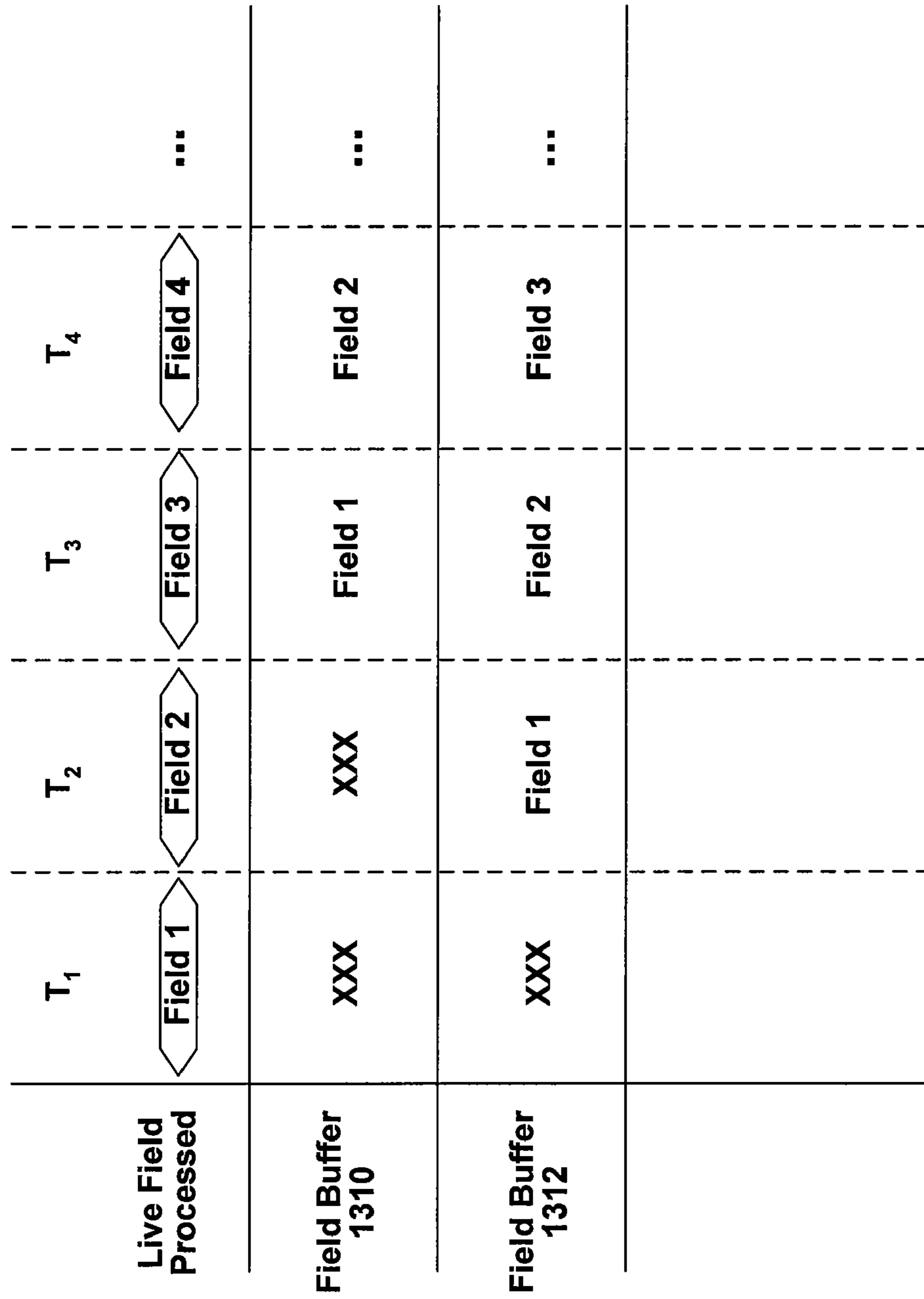


FIG. 14

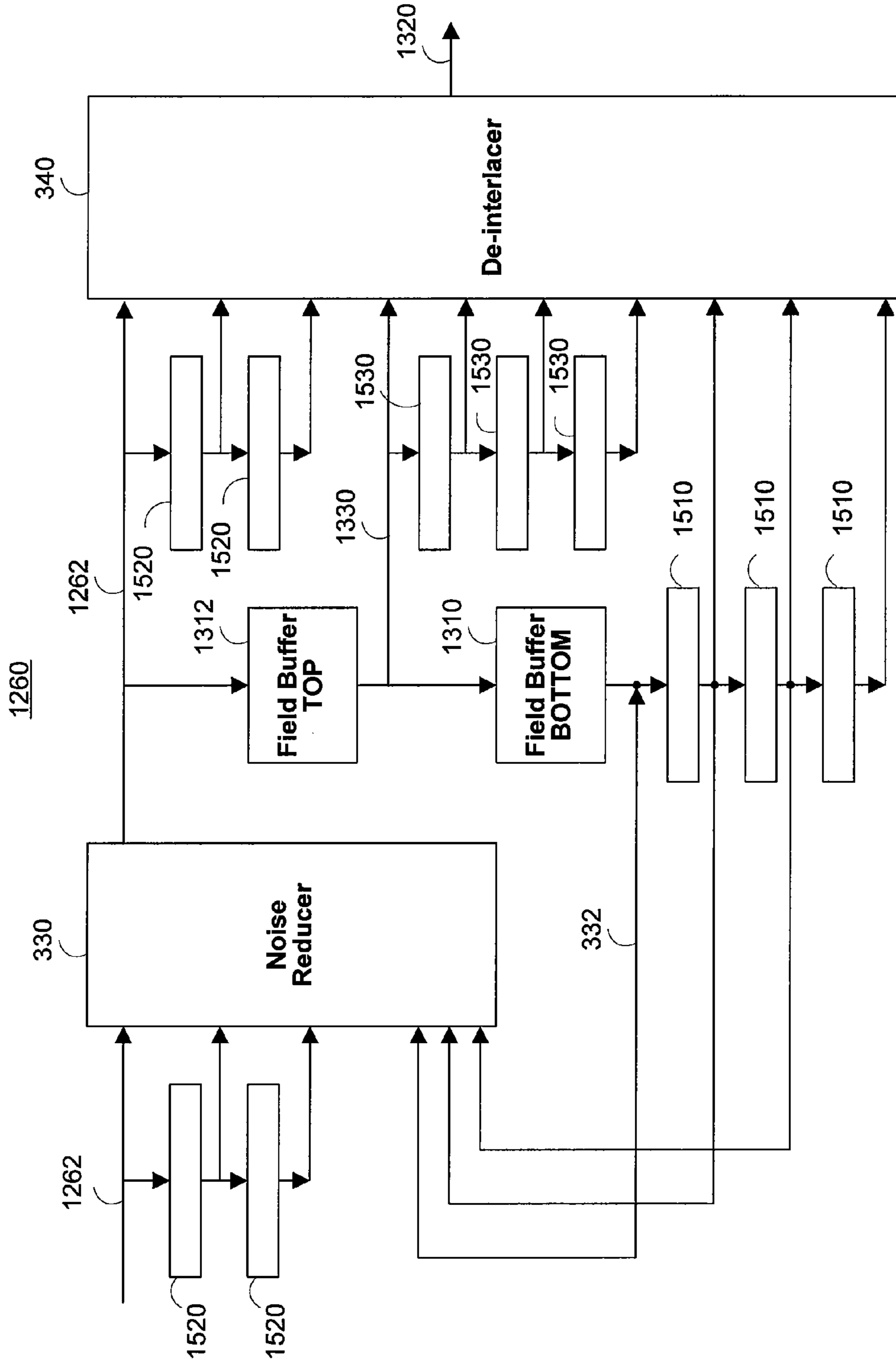


FIG. 15

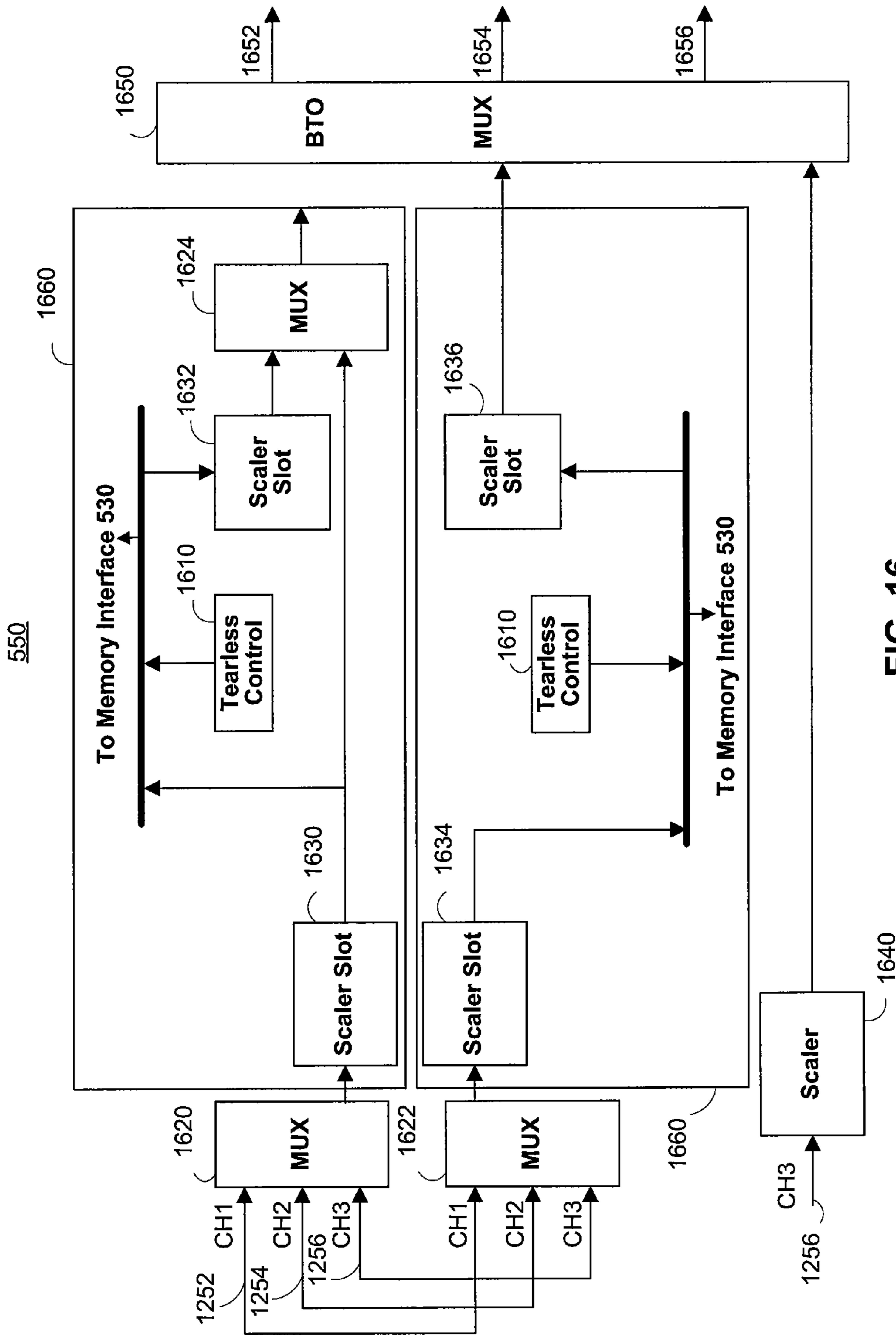


FIG. 16

1660

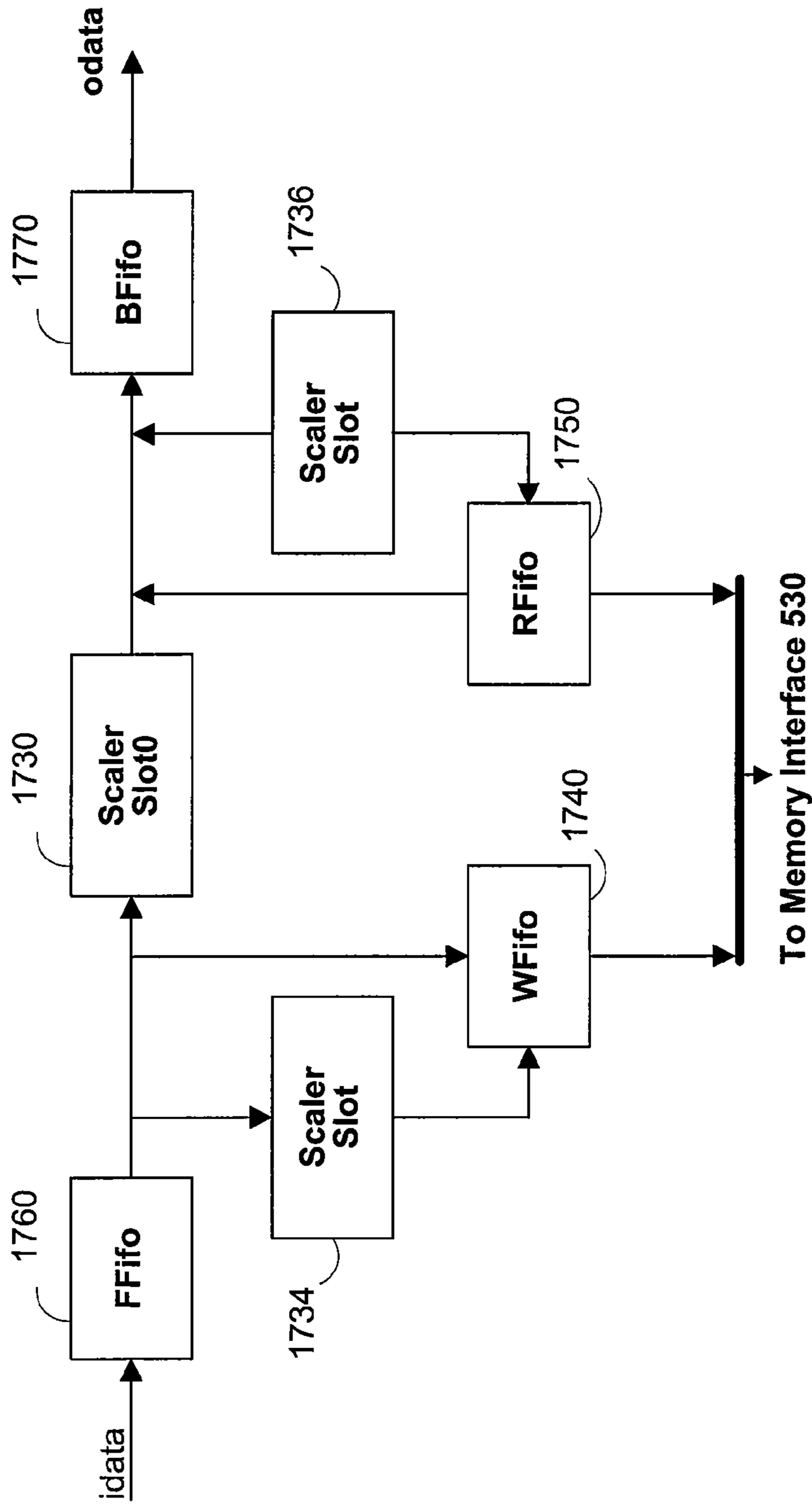


FIG. 17

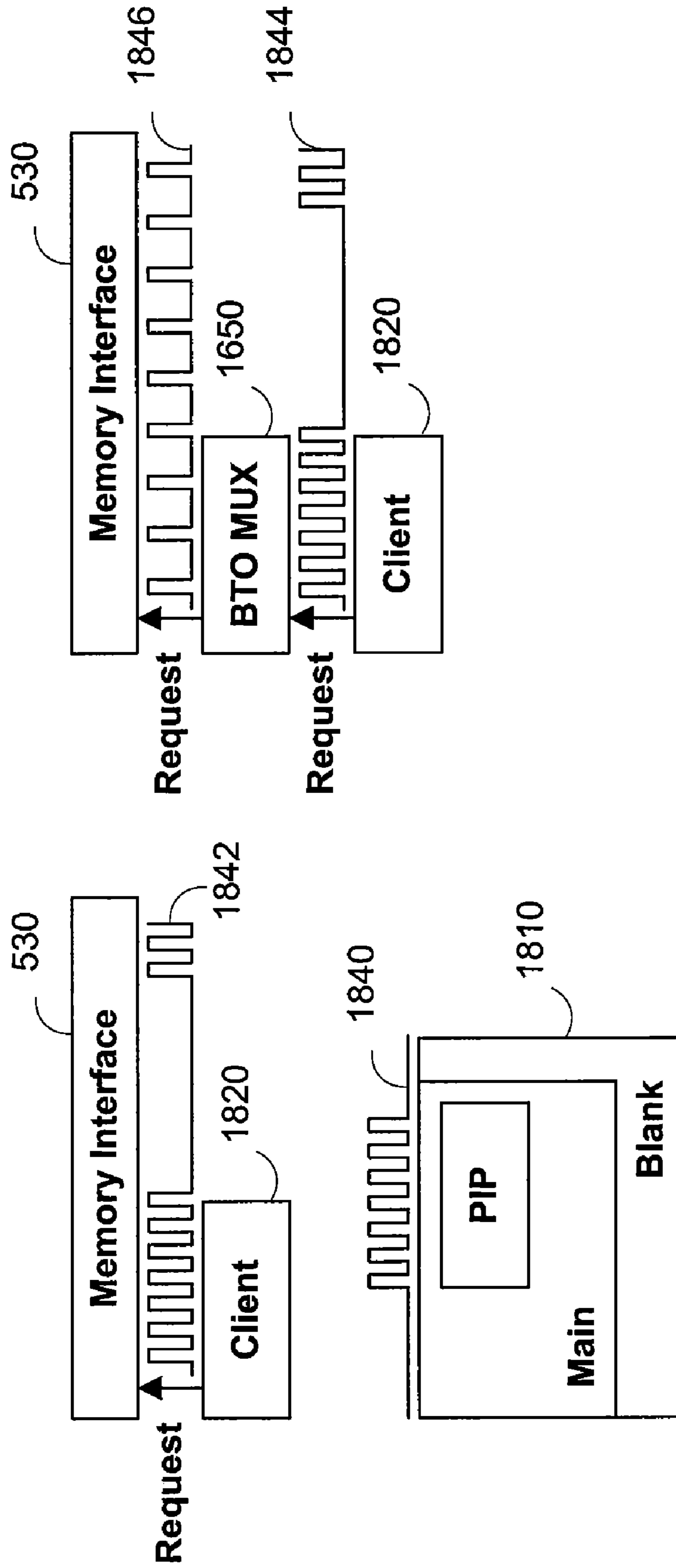


FIG. 18

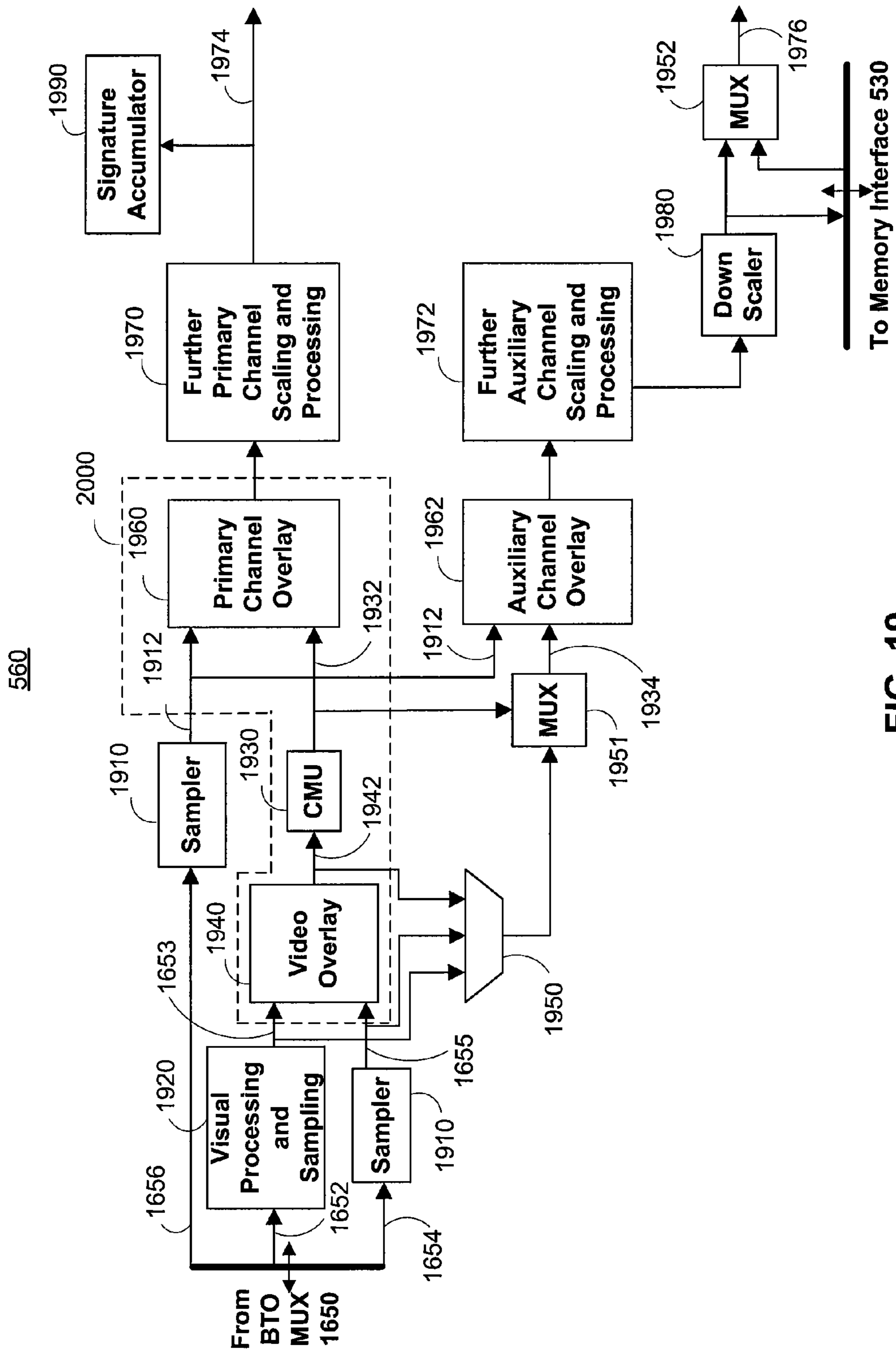


FIG. 19

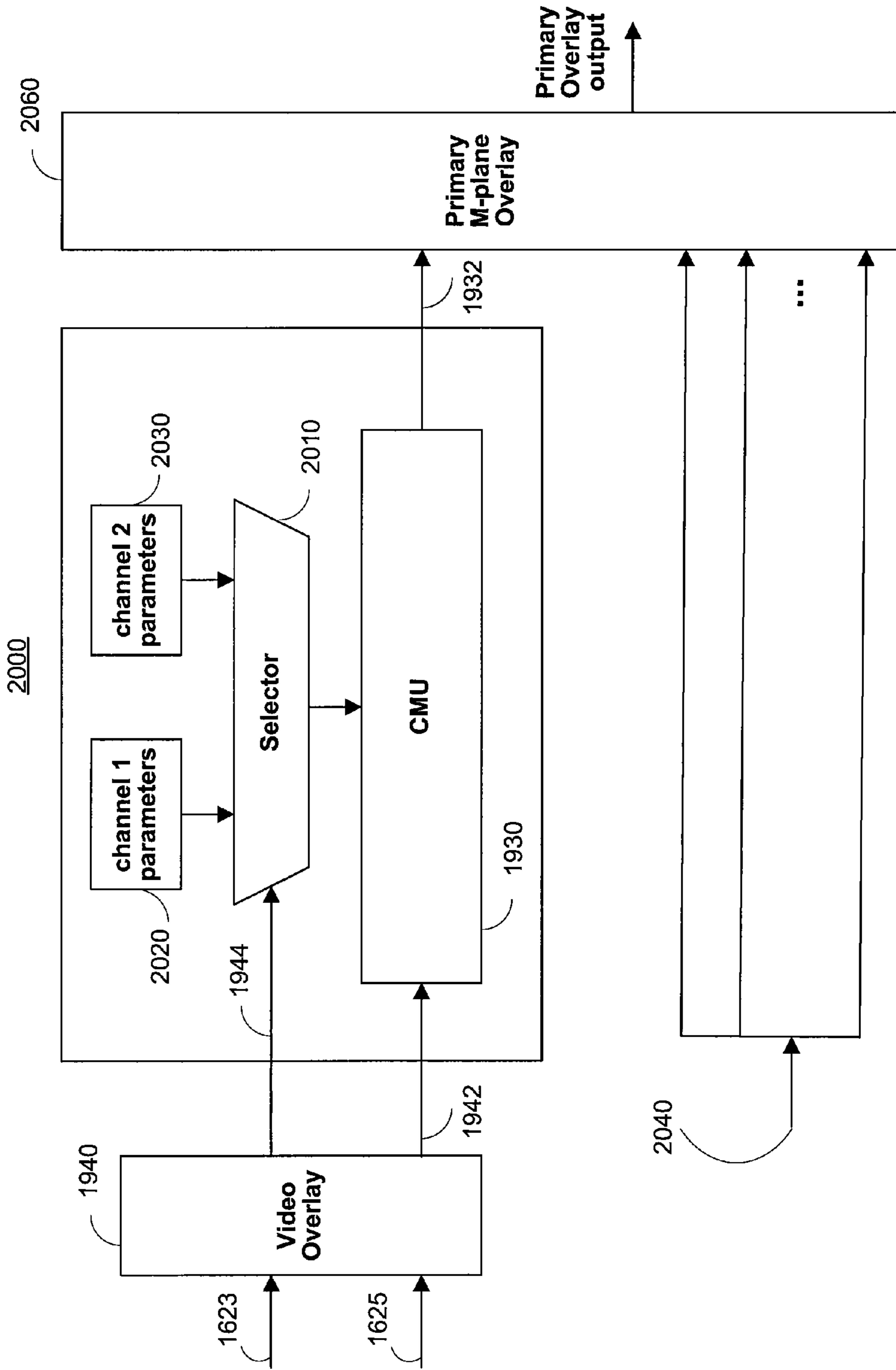


FIG. 20

1930

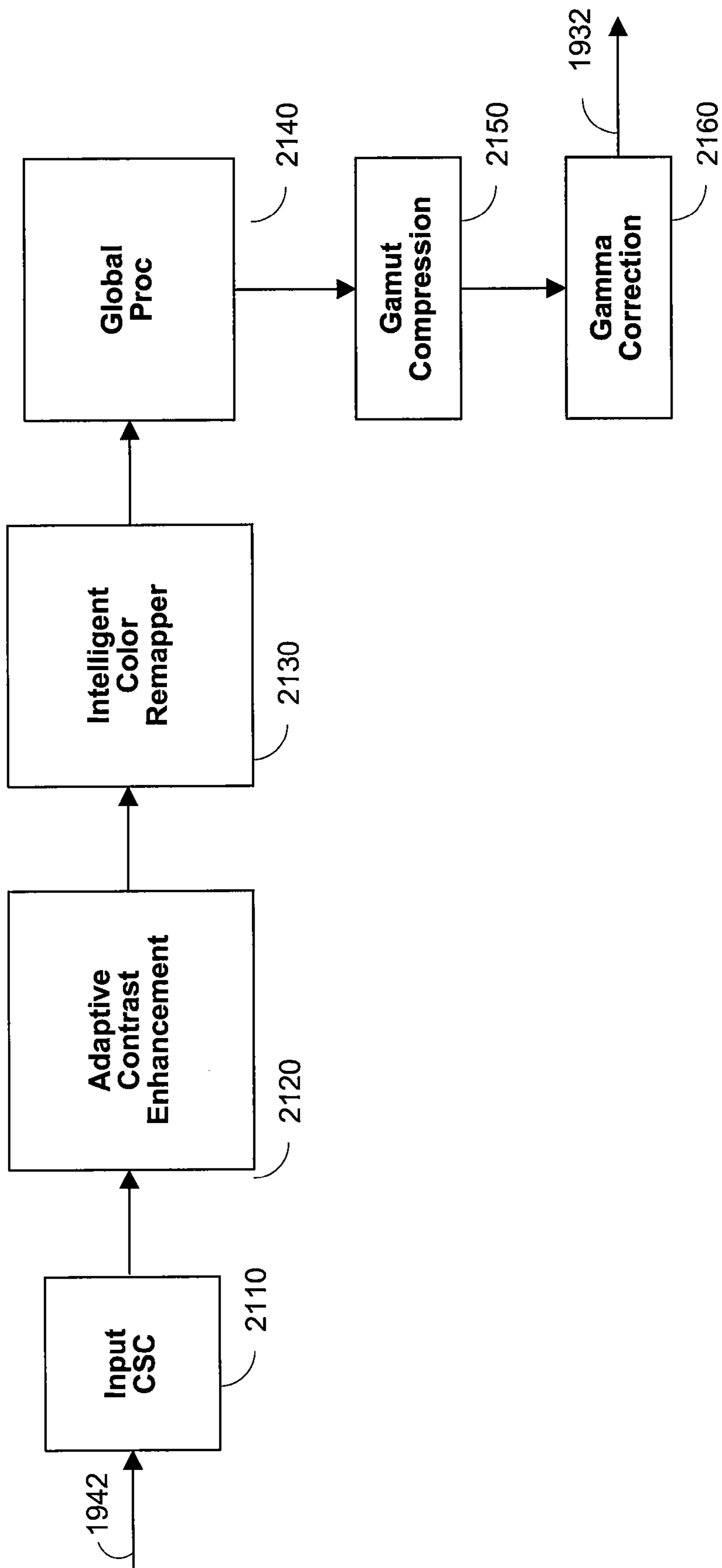


FIG. 21

570

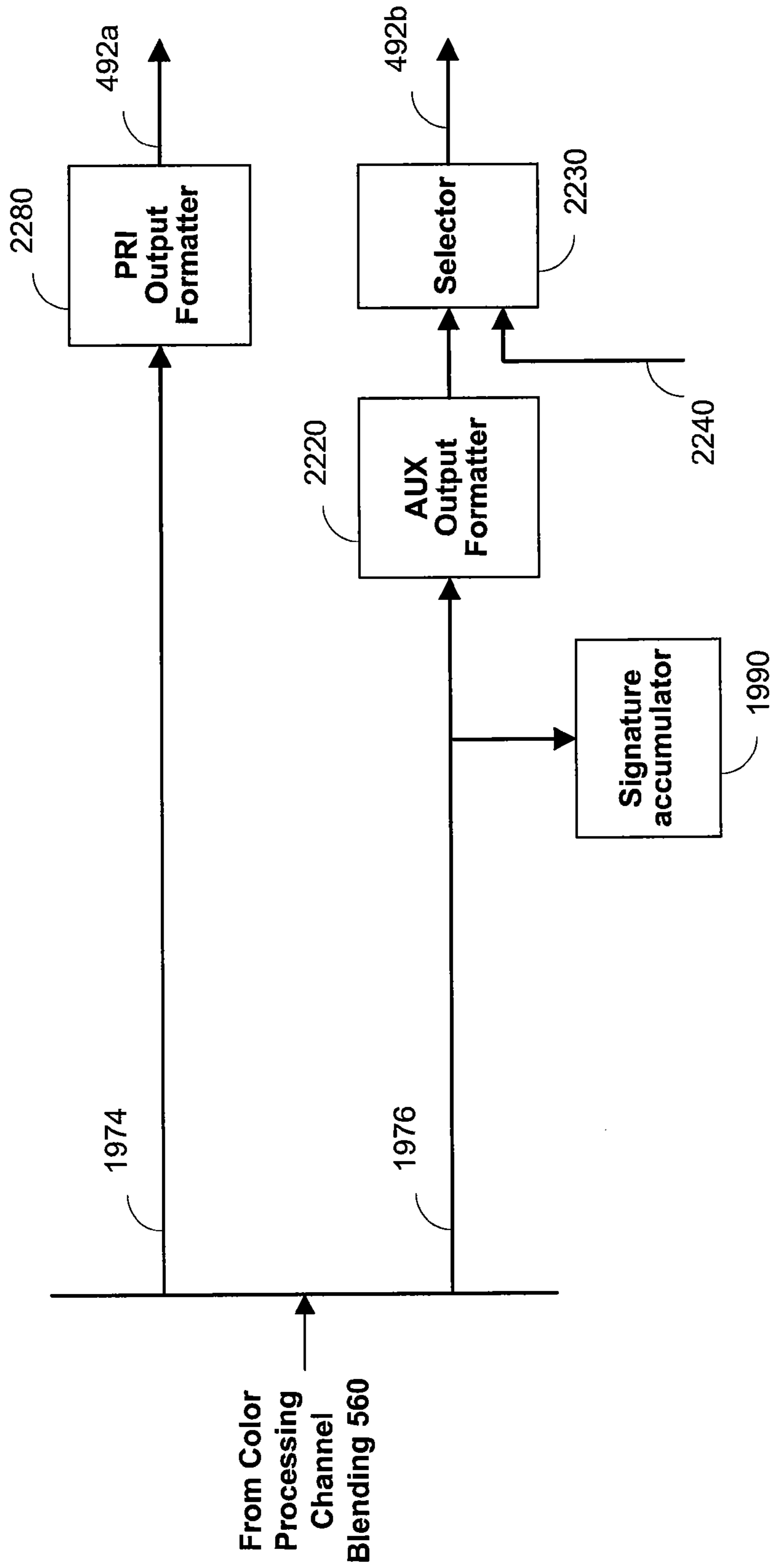


FIG. 22

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SHARED MEMORY MULTI VIDEO CHANNEL DISPLAY APPARATUS AND METHODS

CROSS REFERENCE TO RELATED APPLICATION

This application claims the benefit of U.S. Provisional Applications Nos. 60/793,288, filed Apr. 18, 2006, 60/793,276, filed Apr. 18, 2006, 60/793,277, filed Apr. 18, 2006, and 60/793,275, filed Apr. 18, 2006 each disclosure of which is hereby incorporated by reference herein in its entirety.

BACKGROUND OF THE INVENTION

Traditionally, multi video channel television display screens are equipped with dual channel video processing chips which enable a user to view one or more channels simultaneously on various portions of the display screen. This form of displaying a picture within a picture is commonly referred to as picture-in-picture or PIP. FIG. 1A is an example of displaying two channels on various portions of the display screen having an aspect ratio of 4:3. A screen 100A displays a first channel 112 on the majority portion of the screen simultaneously with a second channel 122 that is displayed on a substantially smaller portion of the screen. FIG. 1B is an example of a display having a first channel and a second channel with substantially the same aspect ratio on different portions of the screen and will be described in more detail below.

A typical television system for generating PIP display 100A is shown in FIG. 2. Television display system 200 includes, television broadcast signals 202, a hybrid TV tuner 210, baseband inputs 280, a demodulator 220, an MPEG Codec 230, an off-chip storage 240, an off-chip memory 300, video processor 250, and an external component 270 (e.g., a display). Hybrid TV tuner 210 can tune to one or more television channels provided by television broadcast signals 202. Hybrid TV tuner 210 may provide digital television signals to demodulator 220 and analog video signal components (e.g., Composite Video Baseband Signals (CVBS)) to video processor 250. Additionally, baseband inputs 280 may receive various television signals (e.g., CVBS, S-Video, Component, etc.) and provide them to video processor 250. Other external digital or analog signals (e.g., DVI or High Definition (HD)) may also be provided to video processor 250.

The video is demodulated by demodulator 220 and is then decompressed by MPEG Codec 230. Some operations required by MPEG Codec 230 may use off-chip storage 240 to store data. The digital signal(s) are then processed by video processor 250, which can be a dual channel processing chip, in order to generate the proper signals 260 for display on external component 270. Video processor 250 may use off-chip memory 300 to perform memory intensive video processing operations such as noise reducing and de-interlacing; 3D YC separation and frame rate conversion (FRC).

In these PIP applications, it is generally perceived that first channel 112 is more important than second channel 122. Typical dual channel processing chips that are used to generate PIP place more quality emphasis on the first channel video pipe, which generates the large display of first channel 112. The second channel video pipe, which generates the smaller display of second channel 122 is of lesser quality in order to reduce costs. For example, 3-D video processing operations, such as de-interlacing, noise reduction, and video decoding, may be implemented on the first channel video pipe while implementing only 2-D video processing operations on the

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second channel video pipe. 3-D video processing operations refer to operations that process video in the spatial and temporal domains, often buffering one or more frames of video used in the processing operations. In contrast, 2-D video processing operations only process video in the spatial domains, operating only on the current frame of video.

With the advent of wide display screens having an aspect ratio of 16:9, displaying two channels having the same size or an aspect ratio of 4:3 on the same screen has become increasingly higher in demand. This form of application is commonly referred to as picture-and-picture (PAP). In FIG. 1B screen 100B displays a first channel 110 and a second channel 120 having substantially the same aspect ratio is displayed on a second portion of the screen. In these applications the first channel should be generated with similar quality as the second channel.

An implementation of 3-D video processing on both the first and second video channel pipes is therefore needed to produce two high-quality video images. Performing 3-D video processing to produce the desired display generally requires memory intensive operations that have to be performed within a time frame suitable to display the images without loss in quality or integrity. The memory operations increase proportionally with the number of channels that require 3-D video processing. Typical dual video processing chips lack ability to process two video signals with high-quality and are therefore becoming obsolete with the increase in demand to display two channels having high video quality.

One reason that typical dual video processing chips lack in the ability to process multiple high-quality video signals, is the large amount of data bandwidth required between the video processor and the off-chip memory. Traditionally, a portion of the video processing chip pipeline includes a noise reducer and de-interlacer each requiring high data bandwidth with the off-chip memory.

In particular, the noise reducer works primarily by comparing one field to the next field and removing portions of the field that are not the same in each field. For this reason, the noise reducer requires storage of at least two fields for comparison with a current field. The de-interlacer reads the two fields that were stored and combines them, thereby reversing the operations of the interlacer.

FIG. 3 illustrates the off-chip memory access operations of the noise reducer and de-interlacer of a typical video processor. A portion of the video processing pipeline includes a noise reducer 330, a de-interlacer 340, and off-chip memory 300, which contains at least four field buffer sections 310, 311, 312, and 313.

During a first field interval, noise reducer 330 reads a field buffer section 310 compares it to a video signal 320, produces a new field with reduced noise and writes this field output 322 to two field buffer sections 311 and 312. The contents that were previously stored in field buffer sections 311 and 312 are copied over to field buffer sections 310 and 313, respectively. Thus, at the end of the field interval, field output 322 of noise reducer 330 is stored in field buffer sections 311 and 312 and the fields previously stored in field buffer sections 311 and 312 are now in field buffer sections 310 and 313, respectively.

During the following field interval, field buffer section 312 containing the field output from noise reducer 330 from the previous field interval is read by de-interlacer 340, field buffer section 313 containing the field output from noise reducer 330 from the field interval previous to this field interval that was stored in field buffer section 312 is read by de-interlacer 340. Field output 322 of noise reducer 330 of the current field interval is also read by de-interlacer 340. De-interlacer 340

processes these field segments and combines them to provide a de-interlaced output 342 to the next module in the video pipeline.

The exemplary aforementioned video pipeline portions perform these operations for a single channel and its operations would be multiplied for each additional channel. Therefore, since memory access bandwidth increases proportionally with the amount of data that has to be written/read in the same interval, performing noise reduction and de-interlacing on multiple channels would increase the data bandwidth in the same manner. The incredible bandwidth demand of the above video processing operations limit the ability to perform these operations simultaneously.

Therefore, it would be desirable to have systems and methods for reducing memory access bandwidth in various sections of one or more video pipeline stages of one or more channels in order to produce a display having multiple high-quality video channel streams.

SUMMARY OF THE INVENTION

In accordance with the principles of the present invention systems and methods are provided for reducing memory access bandwidth in various sections of one or more video pipeline stages of one or more channels in order to produce a display having multiple high quality video channel streams.

Systems and methods are provided for sharing memory in a video processing system. Previously stored contents of a first field buffer may be moved to a second field buffer. A first noise reduced live field may be stored in the first field buffer. Previously stored contents of the second field buffer may be provided to a noise reducer and a de-interlacer. The previously stored contents of the first field buffer may be provided to the de-interlacer.

In accordance with the principles of the present invention, methods and apparatus are provided for reducing memory access bandwidth in various sections of one or more video pipeline stages of one or more channels in order to produce a display having multiple high-quality video channel streams. A dual video processor may receive one or more analog or digital signals which may be in different formats. A dual video decoder (e.g., NTSC/PAL/SECAM video decoder) capable of decoding two simultaneous video signals in one or more video modes may be provided. In one of the video modes, the dual video decoder may perform time multiplexing to share at least one component such as an analog to digital converter, used in decoding the video signals.

The outputs of the video decoder, or another set of video signals provided by another component in the system, may be provided to signal processing circuitry (e.g., a noise reducer and/or a de-interlacer). The signal processing circuitry may access a memory device to store various field lines. Some of the stored field lines, that may be needed by the signal processing circuitry, may be shared. The sharing of some stored field lines reduces overall memory bandwidth and capacity requirements. The signal processing circuitry may be capable of performing multiple field line processing. A set of field line buffers may be provided to store field lines for multiple field segments and may provide the data to the corresponding inputs of the signal processing circuitry. To further reduce storage, some of the field line buffers may also be shared among the signal processing circuitry.

The outputs of the video decoder, or another set of video signals provided by another component in the system, may be provided to one or more scalers for producing differently scaled video signals. The scaler may be configured to be placed in various slots before the memory, after the memory,

or if no memory access is desired either before or after (i.e., between the memory). If a video signal is to be up-scaled, the scaler may be placed after the memory in order to reduce the amount of data that is stored to the memory. If a video signal is to be downscaled, the scaler may be placed before the memory in order to reduce the amount of data that is stored to the memory. Alternatively, one scaler may be configured to be placed before the memory while another scaler may be configured to be placed after the memory thereby providing two video signals that are scaled differently (i.e., one may be up-scaled while the other may be downscaled) while reducing the amount of memory storage and bandwidth.

The outputs of the video decoder, or another set of video signals provided by another component in the system, may be provided to one or more frame rate conversion units. A blank time optimizer (BTO) may receive data pertaining to a field line of a frame of a video signal at a first clock rate. The BTO may determine the maximum amount of time available before the next field line of the frame is received. Based on this determination the BTO may send or receive the field line of the frame to memory at a second clock rate. The second clock rate used for the memory access may be substantially slower than the first, thereby reducing memory bandwidth and enabling another video signal that may have a shorter amount of available time between field lines to access memory faster. In turn, the BTO essentially distributes memory access from several memory clients (i.e., units requiring memory access) in a way that promotes efficient use of the memory bandwidth.

The video signal outputs of the BTO or another set of video signals provided by another component in the system, may be provided to an overlay engine for further processing. In the overlay engine, two or more video signals may be overlaid and provided to a color management unit (CMU). The CMU may receive the overlaid video signal and may process the overlaid video signal in portions. Upon receiving an indication that a portion of the overlaid video signal corresponds to a first video signal, the CMU may process the video signal portion using parameters that correspond to the first video signal portion and provide an output. Alternatively, upon receiving an indication that a portion of the overlaid video signal corresponds to a second video signal, the CMU may process the video signal portion using parameters that correspond to the second video signal portion and provide an output. A multi-plane (M-plane) overlay circuit in the overlay engine may receive two or more video signals, where one of these signals may be provided by the CMU, and provide an overlaid signal. The video signals may include a priority designator, and the overlay circuitry may then overlay the signals based on the priority designator.

The output of the overlay engine or another set of video signals provided by another component in the system which may be progressive, may be provided to a primary and/or auxiliary output stage. Alternatively, video signals may bypass the overlay engine and be provided to a primary and/or auxiliary output stage. In the primary and/or auxiliary output stages the video signals may undergo format conversion or processing to meet the requirements of a primary and/or auxiliary device such as, for example a display device and a recording device.

BRIEF DESCRIPTION OF THE DRAWINGS

The above and other objects and advantages of the invention will be apparent upon consideration of the following detailed description, taken in conjunction with the accompa-

nying drawings, in which like reference characters refer to like parts throughout, and in which:

FIGS. 1A and 1B is exemplary illustration of two channels being displayed on various portions of the same screen;

FIG. 2 is an illustration of generating PIP display;

FIG. 3 is an illustration of off-chip memory access operations of a noise reducer and a de-interlacer in a typical video processor;

FIG. 4 is an illustration of a television display system in accordance with principles of the present invention;

FIG. 5 is a detailed illustration of the functions of an onboard video processing section of a dual video processor in accordance with principles of the present invention;

FIG. 6 is an illustration of a clock generation system in accordance with principles of the present invention;

FIGS. 7-9 are illustrations of three modes of generating video signals in accordance with principles of the present invention;

FIG. 10 is an illustration of an exemplary implementation of using two decoders to generate three video signals in accordance with principles of the present invention;

FIG. 11 is an exemplary timing diagram for time division multiplexing two portions of two video signals in accordance with principles of the present invention;

FIG. 12 is a detailed illustration of the functions of the front end video pipeline of the dual video processor in accordance with principles of the present invention;

FIG. 13 is an illustration of off-chip memory access operations of a noise reducer and a de-interlacer in accordance with principles of the present invention;

FIG. 14 is an exemplary illustrative timing diagram of the off-chip memory access operations of a noise reducer and a de-interlacer in accordance with principles of the present invention;

FIG. 15 is an illustration of multiple field line processing in accordance with principles of the present invention;

FIG. 16 is a detailed illustration of performing frame rate conversion and scaling in accordance with principles of the present invention;

FIG. 17 is an illustration of a scaler positioning module in accordance with principles of the present invention;

FIG. 18 is an illustrative example of the operation of a BTO multiplexer in accordance with principles of the present invention;

FIG. 19 is a detailed illustration of the color processing and channel blending (CPCB) video pipeline of the dual video processor in accordance with principles of the present invention;

FIG. 20 is a detailed illustration of the overlay engine in accordance with principles of the present invention;

FIG. 21 is a detailed illustration of the color management unit in accordance with principles of the present invention; and

FIG. 22 is a detailed illustration of the back end video pipeline of the dual video processor in accordance with principles of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

The invention relates to methods and apparatus for reducing memory access bandwidth and sharing memory and other processing resources in various sections of multiple video pipeline stages of one or more channels in order to produce one or more high-quality output signals.

FIG. 4 illustrates a television display system in accordance with the principles of the present invention. The television display system depicted in FIG. 4 may include, television

broadcast signals 202, a dual tuner 410, MPEG Codec 230, off-chip storage 240, off-chip memory 300, a dual video processor 400, a memory interface 530 and at least one external component 270. Dual tuner 410 may receive television broadcast signals 202 and produce a first video signal 412 and a second video signal 414. Video signals 412 and 414 may then be provided to a dual decoder 420. Dual decoder 420 is shown to be internal to dual video processor 400, but may alternatively be external to video processor 400. Dual decoder 420 may perform similar functions as decoder 220 (FIG. 2) on first and second video signals 412 and 414. Dual decoder 420 may include at least a multiplexor 424 and two decoders 422. In alternative arrangements, multiplexor 424 and one or two of decoders 422 may be external to dual decoder 420. Decoders 422 provide decoded video signal outputs 426 and 428. It should be understood that decoders 422 may be any NTSC/PAL/SECAM decoders different from MPEG decoders. The inputs to decoders 422 may be digital CVBS, S-Video or Component video signals and the output of decoders 422 may be digital standard definition such as Y-Cb-Cr data signals. A more detailed discussion of the operation of dual decoder 420 is provided in connection with FIGS. 7, 8, 9, and 10.

Multiplexor 424 may be used to select at least one of two video signals 412 and 414 or any number of input video signals. The at least one selected video signal 425 is then provided to decoder 422. The at least one selected video signal 425 appears in the figure as a single video signal to avoid overcrowding the drawing, however, it should be understood the video signal 425 may represent any number of video signals that may be provided to the inputs of any number of decoders 422. For example, multiplexor 424 may receive 5 input video signals and may provide two of the 5 input video signals to two different decoders 422.

The particular video signal processing arrangement shown in FIG. 4 may enable the internal dual decoder 420 on dual video processor 400 to be used thereby reducing the cost of using an external decoder which may be required in the time-shifting applications. For example, one of the outputs 426 and 428 of dual decoder 420 may be provided to a 656 encoder 440 to properly encode the video signal to standard format prior to interlacing the video signals. 656 encoder 440 may be used to reduce the data size for processing at a faster clock frequency. For example, in some embodiments, 656 encoder 440 may reduce 16-bits of data, h-sync and v-sync signals to 8-bits for processing at double the frequency. This may be the standard to interface between SD video and any NTSC/PAL/SECAM decoders and MPEG encoders. The encoded video signal 413 may then be provided to an external MPEG Codec 230, for example, via a port on the video processor, to generate a time shifted video signal. Another port, flexiport 450 on dual video processor 400 may be used to receive the time shifted video signal from MPEG Codec 230. This may be desirable to reduce the complexity of the video processor by processing portions of digital video signals outside of the video processor. Moreover, time-shifting performed by MPEG Codec 230 may require operations that include compression, decompression and interfacing with non-volatile mass storage devices all of which may be beyond the scope of the video processor.

Other video signals such as a cursor, an on-screen display, or various other forms of displays other than broadcast video signals 202 that may be used in at least one external component 270 or otherwise provided to an external component, may also be generated using dual video processor 400. For example, dual video processor 400 may include a graphics port 460 or pattern generator 470 for this purpose.

The decoded video signals, as well as various other video signals, graphics generator **460**, or pattern generator **470**, may be provided to selector **480**. Selector **480** selects at least one of these video signals and provides the selected signal to onboard video processing section **490**. Video signals **482** and **484** are two illustrative signals that may be provided by selector **480** to onboard video processing section **490**.

Onboard video processing section **490** may perform any suitable video processing functions, such as de-interlacing, scaling, frame rate conversion, and channel blending and color management. Any processing resource in dual video processor **400** may send data to and receive data from off-chip memory **300** (which may be SDRAM, RAMBUS, or any other type of volatile storage) via memory interface **530**. Each of these function will be described in more detail in connection with the description of FIG. 5.

Finally, dual video processor **400** outputs one or more video output signals **492**. Video output signals **492** may be provided to one or more external components **270** for display, storage, further processing, or any other suitable use. For example, one video output signal **492** may be a primary output signal that supports high-definition TV (HDTV) resolutions, while a second video output signal **492** may be auxiliary output that supports standard definition TV (SDTV) resolutions. The primary output signal may be used to drive a high-end external component **270**, such as a digital TV or a projector at the same time as the auxiliary output is used for a standard definition (DVD) video recorder, a standard-definition TV (SDTV), a standard-definition preview display, or any other suitable video application. In this way, the auxiliary output signal may enable a user to record an HDTV program on any suitable SDTV medium (e.g., a DVD) while allowing the user to simultaneously view the program on an HDTV display.

FIG. 5 illustrates the functions of onboard video processing section **490** of dual video processor **400** in greater detail. Onboard video processing section **490** may include an input signal configuration **510**, a memory interface **530**, a configuration interface **520**, a front end pipeline section **540**, a frame rate conversion (FRC) and scaling pipeline section **550**, a color processing and channel blending pipeline section **560**, and a backend pipeline section **570**.

Configuration interface **520** may receive control information **522** from an external component such as a processor via, for example an I2C interface. Configuration interface **522** may be used to configure input signal configuration **510**, front end **540**, frame rate conversion **550**, color processor **560**, backend **570**, and memory interface **530**. Input signal configuration **510** may be coupled to external inputs on dual video processor **400** in order to receive video signals on input **502** (such as HDTV signals, SDTV signals, or any other suitable digital video signals) and selected video signals **482** and **484** (FIG. 4). Input signal configuration **510** may then be configured to provide at least one of the received video signals (e.g., signals **482**, **484** and **502**) as video source streams **512** to front end **540**.

Based on this configuration, various ones of these inputs provided to onboard video processing section **490** may be processed at different times using the onboard video processing pipeline. For example, in one embodiment dual video processor **400** may include eight input ports. Exemplary ports may include two 16-bit HDTV signal ports, one 20-bit HDTV signal port, three 8-bit SDTV video signal ports which may be in CCIR656 format, one 24-bit graphics port and one 16-bit external on-screen display port.

Front end **540** may be configured to select between at least one video signal streams **512** (i.e., channels) of the available

inputs and process the selected video signal stream(s) along one or more video processing pipeline stages. Front end **540** may provide processed video signal stream(s) from one or more pipeline stages to frame rate conversion and scaling pipeline stage **550**. In some embodiments, front end **540** may include three video processing pipeline stages and provide three separate outputs to FRC and scaling pipeline stage **550**. In FRC and scaling pipeline stage **550** there may be one or more processing channels. For example, a first channel may include a main scaler and frame rate conversion unit, a second channel may include another scaler and frame rate conversion unit, and a third channel may include a lower cost scaler. The scalars may be independent of each other. For example, one scalar may upsize the input image while another may downsize the image. Both scalars may be capable of working with 444 pixels (RGB/YUB 24-bits) or 422 pixels (YC 16-bits).

Color processing and channel blending pipeline stage **560** may be configured to provide color management functions. These functions may include color re-mapping, brightness, contrast, hue & saturation enhancement, gamma correction and pixel validation. Additionally, color processing and channel blending pipeline stage **560** may provide video blending functions, overlaying different channels, or blend or overlay two blended video channels with a third channel.

Back end pipeline stage **570** may be configured to perform data formatting, signed/unsigned number conversion, saturation logic, clock delay, or any other suitable final signal operations that may be needed prior to the output of one or more channels from dual video processor **400**.

Each of the various pipeline stage segments may be configured to send data to and receive data from off-chip memory **300** using memory interface **530**. Memory interface **530** may include at least a memory controller and a memory interface. The memory controller may be configured to run at a maximum speed supported by the memory. In one embodiment, the data bus might be 32-bits and may operate at a frequency of 200 MHz. This bus may provide a throughput substantially close to 12.8 gigabits per second. Each functional block that uses memory interface **530** (i.e., memory client) may address the memory in a burst mode of operation. Arbitration between various memory clients may be done in a round robin fashion or any other suitable arbitration scheme. A more detailed discussion of the various pipeline segments is provided in connection with the description of FIGS. 12, 19, 20, 21 and 22.

Various components and pipeline stages in dual video processor **400** may require a different clocking mechanisms or clock frequencies. FIG. 6 illustrates a clock generation system **600** that generates a variety of clock signals for this purpose. Clock generation system **600** includes at least a crystal oscillator **610**, generic analog phase-locked loop circuitry **620**, digital phase locked loop circuitries **640a-n** and memory analog phase-locked loop circuitry **630**. The output **612** of crystal oscillator **610** may be coupled to generic phase locked loop **620**, memory phase-locked loop **630**, another component in dual video processor **400**, or any suitable component external to the processor as needed.

Memory analog phase-locked loop circuitry **630** may be used to generate a memory clock signal **632** and additionally other clock signals of different frequencies **636** which may be selected by selector **650** for use as a clock signal **652** to operate a memory device (e.g., 200 MHz DDR memory) or another system component.

Generic analog phase-locked loop **620** may generate a 200 MHz clock that may be used as a base clock for one or more digital phase-locked loop (PLL) circuitries **640a-n**. Digital PLL circuitry **640a-n** may be used in open loop mode, where

it behaves as a frequency synthesizer (i.e., multiplying the base clock frequency by a rational number). Alternatively, digital PLL circuitry **640a-n** may be used in closed loop mode, where it may achieve frequency lock by locking onto a respective input clock signal **642a-n** (e.g., a video sync input). The digital PLL has the ability, in closed loop mode, to achieve accurate frequency lock to very slow clock signals. For example, in the realm of video processing the vertical video clock signal (e.g., v-sync) may be in the range of 50 to 60 Hz. Various system components may use outputs **644a-n** of digital PLL circuitry **640a-n** for different operations that may require a variety of open loop or closed loop signals. Each of outputs **640a-n** should be understood to be capable of providing clock signals of different frequencies or the same frequencies.

For example, one component that may use clock signals generated by digital PLL circuitry **640a-n** is dual decoder **420** (FIG. 4), the operation of which is described in more detail in connection with FIGS. 7, 8, 9, and 10. Dual decoder **420** may include the decoders **422** (FIG. 4). Decoders **422** may be used in various modes of operation as described in connection with FIGS. 7, 8, and 9.

FIGS. 7, 8, and 9 illustrate three exemplary modes of operation using decoders **422** to generate video signals **426** and **428**. These three modes of operation may provide for example, composite video signals, s-video signals, and component video signals.

A first of these three modes, which may be used to generate composite video signals, is shown in connection with FIG. 7. The first decoder mode may include a DC restore unit **720**, an analog to digital converter **730**, and decoder **422** each of which may be included in dual decoder **420** (FIG. 4). Video signal **425** (FIG. 4), which may be provided by dual tuner **410** or in an alternative arrangement by multiplexor **424**, is provided to DC restore unit **720**. DC restore unit **720** may be used when video signal **425**, which may be an AC coupled signal, has lost its DC reference and should have it periodically reset in order to retain video characteristic information such as brightness. The video signal from DC restore unit **720** is digitized by analog to digital converter **730** and provided to decoder **422**.

In the first mode, decoder **422** may use the digitized video signal **732** from a single analog to digital converter to generate a composite video signal. Analog to digital converter **730** and decoder **422** may operate by receiving digital clock signals **644a-n** (FIG. 6)—which may be, for example, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, or 30 MHz. Additionally, decoder **422** may control the operation of DC restore unit **720** using an output feedback signal **427**. Output feedback signal **427** may be, for example, a 2-bit control signal that instructs DC restore unit **720** to increase or decrease the DC output on the video signal provided to analog to digital converter **730**.

A second of the three modes, which may be used to generate s-video signals, is shown in connection with FIG. 8. The second decoder mode may include all of the elements described in the first mode in addition to a second analog to digital converter **820**. Video signal **425** (FIG. 4) may be split into a first portion **812** and a second portion **810**. First portion **812** of the signals of video signal **425** (FIG. 4), which may be provided by multiplexor **424**, may be provided to DC restore unit **720** and a second portion **810** of the signals of video signal **425** (FIG. 4) may be inputted to second digital to analog converter **820**. First portion **812** of video signal **425** from DC restore unit **720** is digitized by second analog to digital converter **730** and provided to decoder **422**. Additionally, second portion **810** of video signal **425** is also provided to decoder **422** by analog to digital converter **820**. S-Video

signals require a two wire analog port for connecting to various devices (e.g., VCR, DVD player, etc.).

In this second mode, decoder **422** may use the digitized video signals **732** and **832** from two analog to digital converters **730** and **820** to generate an s-video signal. Analog to digital converters **730** and **820** and decoder **422** may operate by receiving digital clock signals **644a-n** (FIG. 6)—which may be, for example, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, or 30 MHz. In some embodiments, first portion **812** of the video signal may be the Y-channel of video signal **425** and the second portion **810** of video signal **425** may be the chroma channel of the video signal.

A third of the three modes, which may be used to generate component video signals, is shown in connection with FIG. 9. The third decoder mode may include all the elements described in the second mode in addition to a second and third DC restore unit, **930** and **920**, and a multiplexor **940**. Video signal **425** may be split into a first portion **914**, a second portion **910**, and a third portion **912**. First portion **914** of the video signal **425** (FIG. 4), which may be provided by multiplexor **424**, may be provided to DC restore unit **720**, second portion **910** of the signals of video signal **425** (FIG. 4) may be provided to DC restore unit **930**, and third portion **912** of the signals of video signal **425** (FIG. 4) may be provided to DC restore unit **920**. Component video signals require a three wire analog port for connecting to various devices (e.g., VCR, DVD player, etc.).

First portion **914** of video signal **425** from DC restore unit **720** is digitized by analog to digital converter **730** and provided to decoder **422**. Second and third portions **910** and **912** of video signals **425** from DC restore units **930** and **920** are selectively digitized (e.g., by being selected using multiplexor **940**) by analog to digital converter **820** and provided to decoder **422**. Multiplexor **940** may receive control signals **429** from decoder **422** in order to time multiplex second and third portions **910** and **912** of video signal **425** through analog to digital converter **820**.

In the third mode, in some embodiments, decoder **422** may use the digitized video signals **732** and **832** from the two analog to digital converters **730**, **820** to generate a component video signal. Analog to digital converters **730** and **820** and decoder **422** may operate by receiving digital clock signals **644a-n** (FIG. 6)—which may be, for example, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, or 30 MHz. Additionally, decoder **422** may control the operation of DC restore units **720**, **930**, and **920** using an output feedback signal **427**. In some embodiments, first, second and third portions **914**, **910** and **912** of video signal **425** may be the Y-channel, U-channel and V-channel, respectively, of video signal **425**.

It should be understood that various commonly available types of DC restore units, digital to analog converters and video decoders may be used to perform the aforementioned functions and for the sake of brevity, their particular operations are being omitted from this discussion.

In one embodiment shown in FIG. 10, all three decoder modes may be implemented using two of decoders **422** and three of analog to digital converters **730** or **820**. The arrangement described in FIG. 10 may enable dual decoder **420** (FIG. 4) to provide at least two video signals **426** and **428** (i.e., one video signal from each decoder) substantially simultaneously that may correspond to any two of the three modes.

FIG. 10 illustrates an exemplary implementation of using two decoders to generate either two composite video signals, one composite and one s-video signals, one composite and one component video signals, or two s-video signals. The exemplary implementation shown in FIG. 10 includes, a set of multiplexors **1020**, **1022**, **1023**, **1025**, **1021**, **1024**, **1026**,

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1027, and 1028; three analog to digital converters 730, 820, 1010; four DC restore units 720, 721, 930, 920; a demultiplexer 1040; and two decoders 422a and 422b.

The exemplary implementation of FIG. 10, when used to generate two composite video signals, may operate in the following manner. A first video signal 425a may be coupled to the first input of multiplexer 1020 and a second video signal 914 may be coupled to the second input of multiplexer 1024. The first input of multiplexer 1020 may be selected and output to the fourth input of multiplexer 1021 to be input to DC restore unit 720. The second input of multiplexer 1024 may be selected and output to DC restore unit 721. The operations of the remaining portions of the implementation are similar to that which was described in connection with FIG. 7 in which a composite video signal is generated. For example, DC restore units 720 and 721, analog to digital converters 730 and 1010, and decoders 422a and 422b operate in a similar manner to generate the composite video signals as described in FIG. 7.

The generation of one composite and one s-video signals or one composite and one component video signals using the exemplary implementation shown in FIG. 10 is performed in a similar manner as the generation of two composite video signals described above. For example, first and second video signal portions 812 and 810 of video signal 425 used for generating s-video signals are provided to multiplexers 1022 and 1026. The outputs of multiplexers 1022 and 1026 are provided to multiplexers 1021 and 1027 which select the video signals that are to be processed by analog to digital converters 730 and 820. Similarly, multiplexer 1024 selects which video signals are to be processed by analog to digital converter 1010. A more detailed description of the multiplexer input selections for the various modes of operation are depicted in Table 1 shown below.

The exemplary implementation shown in FIG. 10 also enables the generation of two s-video signals 426 and 428. To provide this functionality, a first clock signal 644a operating at a first frequency and a first phase (e.g., 20 MHz) is provided to analog to digital converter 730 and to decoder 422a. A second clock signal 644b operating at a second frequency that may be 180 degrees out of phase from the first clock signal (e.g., 20 MHz at 180 degree out of phase) may be provided to analog to digital converter 1010 and to decoder 422b. A third clock signal 644c at a third frequency that is substantially double the frequency of the first clock signal and having the same phase as the first clock signal (e.g., 40 MHz) may be provided to analog to digital converter 820. Clock signal 644b is provided to multiplexer 1030 to selectively couple clock signal 644b to multiplexers 1026 and 1027. By coupling the clock signals to the select inputs of multiplexers 1026 and 1027 it is possible to perform time-division multiplexing on

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video signal inputs 810a-c on analog to digital converter 820. Clock signal 644a is coupled to demultiplexer 1040 to demultiplex the time divided video signal. A more clear description of the time-division multiplexing operations is provided in connection with FIG. 11.

FIG. 11 illustrates an exemplary timing diagram for time-division multiplexing two second portions 810 of two video signals 425. By time division multiplexing the operations, the need for a fourth analog to digital converter may be obviated thereby reducing the total cost of dual video processor 400. The timing diagram shown in FIG. 11 includes, three clock signals that correspond to the first, second and third clock signals 644a, 644b and 644c respectively, and outputs of three analog to digital converters 730, 1010, and 820. As shown in the diagram clock 1 and clock 2 operate at half of the frequency of clock 3 and change with the falling edge of clock 3.

As shown, between the time period of T1 and T4, a full period of clock 644a (clock 1) completes and the output of analog to digital converter 730 (ADC 1) corresponding to the first portion 812a-c of a first video signal (S0) is available for processing by decoder 422a. On the rising edge of clock 3 at the beginning of time period T2, analog to digital converter 820 (ADC 3) begins processing a second portion 810a-c of a second video signal (S1) and completes processing at the end of time period T3.

At the beginning of time period T3, analog to digital converter 820 (ADC 2) begins processing a first portion 810a-c of video signal S1 and completes at the end of time period T6. The output of ADC 2 corresponding to the first portion 810a-c of video signal S1 becomes available for processing by decoder 422b at the end of time period T6. On the rising edge of clock 3 at the beginning of time period T4, analog to digital converter 820 (ADC 3) begins processing a second portion 810a-c of video signal S0 and completes processing at the end of time period T5.

Thus, at the end of time period T6, two portions of two video signals S0 and S1 have completed processing using only three analog to digital converters.

On the rising edge of clock 3 between the time periods T5 and T6, demultiplexer 1040 provides the output of second portion 810a-c of video signal S0 from ADC 3 to decoder 644a for producing processed video signal 426. At the same time second portion 812 of video signal S1 is selected for processing by analog to digital converter 820 (ADC 3) and becomes available at the end of time period T7.

The foregoing demonstrates one embodiment for producing two s-video signals 426 and 428 using three analog to digital converters 730, 1010, and 820. Table 1 below summarizes the various exemplary select signals that may be provided to the corresponding multiplexers for producing various combinations of composite (cst), component (cmp) and s-video signals (svid).

TABLE 1

Video1	Video2	M0_sel	M1_sel	M2_sel	M3_sel	M4_sel	M5_sel	M6_sel	M7_sel
425a (cst)	425e (cst)	0, 0	X, X	1, 1	X, X	X, X	0, 1	X, X	X, X
425a (cst)	910, 912, 914 (cmp)	0, 0	X, X	1, 1	X, X	X, X	1, 0	X, X	1, 429
425b (cst)	812a, 810a (svid)	0, 1	X, X	1, 1	X, X	0, 0	0, 0	0, 0	0, 0
812a, 810a (svid)	812b, 810b (svid)	X, X	0, 0	0, 0	X, X	0, 1	0, 0	0, 644b	0, 0
812a, 810a (svid)	812c, 810c (svid)	X, X	0, 0	0, 0	X, X	1, 0	0, 0	644b, 0	0, 0
812b, 810b (svid)	812c, 810c (svid)	X, X	0, 1	0, 0	X, X	1, 0	0, 0	644b, 1	0, 0

Dual decoder **420** may also be configured to handle unstable analog or digital signals which may be received from a video cassette recorder (VCR). Unstable signals may be produced by a VCR due to various modes of operation such as fast forwarding, fast rewinding or pausing modes. Dual decoder **420** may be able to process these types of signals to provide a good quality output signal during such situations.

Unstable video signals may be caused by unstable sync signals generated by the VCR. One suitable technique for processing unstable sync signals may be to buffer the unstable video signal. For example a first-in-first-out (FIFO) buffer may be placed near the output of the decoder. First, the decoder output data may be written to the FIFO buffer using unstable sync signals as the reference. The sync signals and the clock may be re-generated or re-created from a logic block within the decoder and may then be used for reading the data from the FIFO buffer when such modes of operation are encountered. Thus, the unstable video signal may be output with a stable sync signal. In all other scenarios or modes of operation, the FIFO buffer may be bypassed and the output may be the same as the FIFO's input.

Alternatively, implementing FIFO buffers in the off-chip memory may enable the proper processing of unstable sync signals. For example, when an unstable sync signal is detected, the decoder may be placed in 2-D mode thereby using less off-chip memory. A substantial portion of off-chip memory **300**, which is normally used for 3-D operations, becomes free and may be used for implementing the aforementioned FIFO buffer (i.e., the equivalent of at least one full data vector is available as free memory space). Moreover, the FIFO buffer inside the off-chip memory may be capable of storing the pixels for a full frame, so even if the write and read rates are not matched, at the output the frames either get repeated or get dropped. The repeating or dropping of a particular frame or of fields within a frame may still enable the system to display a reasonably good picture.

FIG. **12** illustrates in more detail the exemplary functionality of front end **540** within the video pipeline. In particular, channel selector **1212** may be configured to select four channels from multiple video source streams **512**. The four channels may be processed along 4 pipelined stages within front end **540**. In some embodiments, the four channels may include: a main video channel, a PIP channel, an on-screen display (OSD) channel, and a data instrumentation or testing channel.

Front end **540** may implement various video processing stages **1220a**, **1220b**, **1230**, and **1240** on any of the channels. In some embodiments, the various channels may share one or more resources from any of the other stages to increase processing power of the various channels. Some examples of functions that may be provided by video processing stages **1220a** and **1220b** may include noise reduction and de-interlacing which may be used for producing maximum picture quality. The noise reduction and de-interlacing functions may also share off-chip memory **300** and, as such the memory is denoted as shared memory stages **1260** which will be described in more detail in connection with the description of FIGS. **13** and **15**. To avoid overcrowding the drawing, shared memory stages **1260** are shown in FIG. **12** as being part of the processing stages corresponding to channel **1**. However, it should be understood that one or more shared memory stages **1260** may be part of any of the channel pipelines in front end **540**.

Noise reduction may remove impulse noise, Gaussian noise (spatial and temporal), and MPEG artifacts such as block noise and mosquito noise. De-interlacing may include generating progressive video from interlaced video by inter-

polating any missing lines using edge-adaptive interpolation in the presence of motion. Alternatively, de-interlacing functions may use a combination of temporal and spatial interpolation adaptively based on motion. Both the noise reducer and de-interlacer may operate in the 3-D domain and may require storing fields of frames in off-chip memory. Hence, the de-interlacer and noise reducer may act as clients to memory interface **530** which may be used to access off-chip memory. In some embodiments, the noise reducer and de-interlacer may share the off-chip memory to maximize memory space and process data in the most efficient manner—as shown by the shared memory stages **1260**. This process will be described in more detail in connection with the description of FIGS. **13** and **15**.

Any of the three video processing stages **1220a**, **1220b**, and **1230** may run format conversion to convert a video signal into the desired domain. For example, this type of conversion may be used to change an input video signal stream to YC 4:2:2 format in **601** or **709** color-space.

Front end **540** may also provide an instrumentation pipeline **1240** to run data instrumentation functions. Instrumentation pipeline **1240** may be used, for example, to find the start and end pixel and line positions of an active video or to find the preferred sampling clock phase when there is a controllable phase sampler (ADC) upstream. Performing these operations may help in auto-detecting input channel parameters such as resolution, letter-boxing, and pillar-boxing. Moreover, detecting such channel parameters may aid in using them to control features like scaling and aspect ratio conversion through a micro-controller or any other suitable processing element. Front end **540** may also run sync video signal instrumentation functions on all four channels in order to detect a loss of sync signal, a loss of clock signal, or an out-of-range sync or clock signal. These functions may also be used to drive power management control through a micro-controller or any other suitable processing element.

At the end of front end **540**, a set of FIFO buffers **1250a-c** may sample the video stream to provide sampled video signals **1252**, **1254**, and **1256**, which may be used for retiming the selected channels, between front end **540** and frame rate conversion and scaling **550** (FIG. **5**) pipeline stages.

A more detailed description of shared memory stages **1260** is provided in connection with the description of FIGS. **13** and **15**. In particular, as illustrated in FIG. **13** the shared memory stages **1260** may include at least the functions of a noise reducer **330** and a de-interlacer **340**. Both of these functions are temporal functions that may need frame storage in order to produce a high-quality image. By enabling various memory access blocks (i.e., memory clients) to share off-chip memory **300**, the size of off-chip memory **300** and bandwidth required for interfacing with off-chip memory **300** may be reduced.

Noise reducer **330** may operate on two fields of the interlaced input in 3-D mode. The two fields that noise reducer **330** may operate on may include live field **1262** and a field that was two fields prior to live field **1262** (i.e., previous to the previous field **332** or twice delayed noise reduced field **332**). De-interlacer **340** may operate on three interlaced fields in 3-D mode. The three fields may include a live field **1262**, a previous field **1330** (e.g., once delayed field), and a previous to the previous field **332** (e.g., twice delayed field).

As shown in FIG. **13** and FIG. **14** the field buffers **1310** and **1312** may be shared by noise reducer **330** and de-interlacer **340**. Noise reducer **330** may read from off-chip memory **300** a previous to the previous field **332** from field buffer **1310** and process it with live field **1262** to provide noise reduced output **322**. Noise reduced output **322** may be written to

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off-chip memory 300 into field buffer 1312. De-interlacer 340 may read from off-chip memory 300 a previous field 1330 from field buffer 1312 and previous to the previous field 332 from field buffer 1310 and process the read fields with either live field 1262 or noise reduced output 322 and provide de-interlaced video 1320 as output.

For example as illustrated in FIG. 14, live field 1262 (FIELD 1) may be provided to noise reducer 330 for outputting noise processed output 322 during a first time period (i.e., T1). After or before noise reducer 330 completes processing FIELD 1 (i.e., during a time period T2), noise reduced output 322 (FIELD 1) may be provided by noise reducer 330 to de-interlacer 340 or alternatively, may bypass noise reducer 330 and be provided directly to de-interlacer 340 via 1262 (e.g., if no noise reduction is required). In either case, during the second time period (i.e., time period T2), noise reduced output 322 (FIELD 1) may be written to field buffer 1312 in off-chip memory 300 by noise reducer 330.

The output 1330 of field buffer 1312 (FIELD 1) may be read by de-interlacer 340 from off-chip memory 300 during the time period T2, while processing the next live field in the frame (FIELD 2). Field buffer 1312 subsequently provides the noise reduced output (FIELD 1) that was processed previous to the noise processed output 322 (FIELD 2) (i.e., previous to the live field or once delayed noise reduced live field).

After or before noise reducer 330 completes processing the next field in live field 1262 (FIELD 2) during a third time period (i.e., T3), the previous to the live field 1330 of field buffer 1312 may be written to field buffer 1310. The next noise reduced output 322 (FIELD 2) may be written to field buffer 1312 in place of the noise reduced output (FIELD 1). During time period T3, the contents of field buffer 1312 is noise reduced output (FIELD 2) (i.e., previous live field or once delayed noise reduced live field) and the contents of field buffer 1310 is noise reduced output (FIELD 1) (i.e., previous to previous the live field or twice delayed noise reduced live field).

During time period T3, noise reducer 330 may operate on live field 1262 (FIELD 3) and the previous to the previous live field 332 (FIELD 1). During the same time period T3, de-interlacer 340 may operate on live field 1262 (FIELD 3) or the noise reduced output (FIELD 3), live field previous to the live field 1330 (FIELD 2), and live field previous to the previous live field 332 (FIELD 2). The sharing of off-chip memory 300 between noise reducer 330 and de-interlacer 340 thereby results in using only 2-field buffer locations whereas illustrated in FIG. 3, four field buffer locations are typically required in off-chip memory 300 for providing similar functionality.

By reducing the number of field buffer locations in memory, additional video processing pipelines may be provided with equal processing power and more memory storage and bandwidth, thereby enabling the high-quality video processing of at least two channels. Furthermore, the data transfer bandwidth between dual video processor 400 and off-chip memory 300 may be reduced as only a single write port and two read ports may be used to provide the aforementioned functionality.

In some other embodiments, noise reducer 330 and de-interlacer 340 may operate on multiple field lines in each frame simultaneously. As illustrated in FIG. 15, each of these field lines may be stored in live field line buffers 1520, previous live field line buffers 1530, and previous to the previous live field line buffers 1510. Line buffers 1510, 1520, and 1530 may be storage locations in dual video processor 400 that may provide high efficiency and speed in storing and accessing

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data. To further reduce the amount of storage space, line buffers 1510, used by both noise reducer 330 and de-interlacer 340, may be shared among the noise reducer and the de-interlacer modules.

As illustrated in FIG. 15, as live field 1262 is received by noise reducer 330 and de-interlacer 340, in addition to the operation described in connection with FIGS. 13 and 14 for storing the live field in field buffer 1312, live field 1262 may also be stored in live field line buffers 1520. This enables noise reducer 330 and de-interlacer 340 to access multiple live field lines received at different time intervals simultaneously. Similarly, the contents stored in field buffer locations 1310 and 1312 may be moved to the corresponding line buffers 1510 and 1530, respectively in turn providing buffering for previous live field (noise reduced output previous to the live field) and previous to the previous live field lines (noise reduced output previous to the previous live field). This enables noise reducer 330 and de-interlacer 340 to access multiple previous live field lines and previous to the previous live field lines simultaneously. As a result of including field line buffers, noise reducer 330 and de-interlacer 340 may operate on multiple field lines simultaneously. Consequently, because the noise reducer 330 and de-interlacer 340 share access to the previous to the previous live field, stored in field buffer location 1310, they may also share access to corresponding field line buffers 1510. This in turn may reduce the amount of storage required on or substantially close to dual video processor 400.

Although only three line buffers are shown in FIG. 15, it should be understood that any number of field line buffers may be provided. In particular, the number of field line buffers that are provided depend on the amount of storage space available on dual video processor 400 and/or the number of simultaneous field lines that may be needed by noise reducer 330 and de-interlacer 340. However, it should be understood that any number of additional noise reduction units and de-interlacing units may be provided to aid in processing multiple field lines.

For example, if two noise reducers 330 and two de-interlacers 340 that can each process three live field lines simultaneously are provided, then eight live field line buffers 1520, six previous live field line buffers 1530, and six previous to the previous live field line buffers 1510 may be used to process multiple field lines—where the outputs of each field line buffer would be coupled to the corresponding inputs of the noise reducers and de-interlacer units. In fact, it has been contemplated that the contents of one or more frames can be stored in the field buffers if the number of required noise reducers and de-interlacers and on-chip space is available.

FIG. 16 illustrates in more detail frame rate conversion and scaling pipeline 550 (FIG. 5) (FRC pipeline). FRC pipeline 550 may include at least scaling and frame rate conversion functionality. In particular, the FRC pipeline 550 may include at least two modules used for scaling that may be placed in two of scaler slots 1630, 1632, 1634, and 1636—one scaler for providing scaling on a first channel and one for providing scaling on a second channel. The advantages of this arrangement will become more apparent in the description of FIG. 17. Each of these scaling modules in scaler slots 1630, 1632, 1634, and 1636 may be capable of performing up-scaling or down-scaling in any scaling ratio. The scalers may also include circuitry for performing aspect ratio conversion, horizontal non-linear 3 zone scaling, interlacing and de-interlacing. Scaling in some embodiments may be performed in synchronous mode (i.e., the output is synchronous with the input) or through off-chip memory 300 (i.e., the output may be positioned anywhere with respect to the input).

FRC pipeline 550 may also include functionality for frame rate conversion (FRC). At least two of the channels may include frame-rate conversion circuitry. In order to perform FRC, video data should be written to a memory buffer and read from the buffer at the desired output rate. For example, an increase in frame rate results from reading the output buffer faster than the input frame thereby causing a particular frame to be repeated over time. A decrease in frame rate results from reading a frame to be outputted from a buffer at a slower rate than the particular frame is written (i.e., reading a frame slower than the input rate). Frame tearing or video artifacts may result from reading a particular frame during the period in which video data is available (i.e., active video).

In particular, in order to avoid video artifacts such as frame tearing appearing within an active video, the repetition or dropping of frames should happen over entire input frames and not in the middle of fields within a frame. In other words, the discontinuity in video should happen only across frame boundaries (i.e., during the vertical or horizontal sync in which no picture data is provided) and not within the region of active video. A tearless control mechanism 1610 may operate to alleviate discontinuities between frames by for example, controlling when a memory interface 530 reads a portion of a frame in memory. FRC may be performed in normal mode or in tearless mode (i.e., using tearless control mechanism 1610).

In addition to the two scalars that are placed in two of scaler slots 1630, 1632, 1634, and 1636 in each of the first and second channels, there may be a further lower end scaler 1640 on a third channel. The lower end scaler 1640 may be a more basic scaler, for example, a scaler that performs only 1:1 or 1:2 up-scaling or any other necessary scaling ratios. Alternatively, one of the scalars in the first and second channels may perform scaling on the third channel. Multiplexors 1620 and 1622 may control which of the at least three channels are directed to which of the available scalars. For example, multiplexor 1620 may select channel 3 for performing a first type of scaling operation in a scaler in slot 1630 or 1632 and multiplexor 1622 may select channel 1 for performing a second type of scaling operation in a scaler in slot 1634 or 1636. It should be understood that one channel may also use any number of available scalars.

FRC pipeline 550 also may include a smooth-movie mode in order to reduce motion jitter. For example, there may be a film-mode detection block in the de-interlacer that detects the mode of an input video signal. If the video input signal is run at a first frequency (e.g., 60 Hz), it may be converted to either a higher frequency (e.g., 72 Hz) or a lower frequency (e.g., 48 Hz). In the case of converting to a higher frequency, a frame-repeat indication signal may be provided from the film-mode detection block to the FRC block. The frame-repeat indication signal may be high during a first set of the frames (e.g., one of the frames) and low during a second set of frames (e.g., four frames) of data that may be generated by the de-interlacer. During the portion of time that the frame-repeat indication signal is high, the FRC may repeat a frame consequently generating the correct sequence of data at the higher frequency. Similarly, in the case of converting to a lower frequency, a frame-drop indication signal may be provided from the film-mode detection block to the FRC block. During the time period that the frame-drop indication signal is high a particular set of frames are dropped out of a sequence consequently generating the correct sequence of data at the lower frequency.

Depending on the type of scaling that is desired, as shown in scaler positioning module 1660, a scaler may be configured to be placed in various scaler slots 1630, 1632, 1634, and

1636. Scaler slots 1632 and 1636 are both located after the memory interface, although scaler slot 1632 corresponds to the scaling operation performed on a first channel and scaler slot 1636 corresponds to the scaling operation performed on a second channel. As illustrated, one scaler positioning module 1660 may include a multiplexor 1624 which selects the output that corresponds to a particular scaler configuration, while another scaler positioning module 1660 may not include a multiplexor but instead may have the output of the scaler coupled directly to another video pipeline component. Multiplexor 1624 provides the flexibility of implementing three modes of operation (described in more detail in connection with FIG. 17) using only two scaler slots. For example, if multiplexor 1624 is provided, a scaler positioned in slot 1630 may be coupled to the memory for providing down-scaling or up-scaling and also coupled to multiplexor 1624. If no memory operations are desired, the multiplexor 1624 may select the output of scaler slot 1630. Alternatively, if memory operations are required, scaler in scaler slot 1630 may scale the data and multiplexor 1624 may select the data from another scaler which up-scales or down-scales the data and is placed in scaler slot 1632. The output of multiplexor 1624 may then be provided to another video pipeline component such as a blank time optimizer 1650 which is described in more detail in connection with the description of FIG. 18.

As illustrated in FIG. 17, scaler positioning module 1660 may include at least an input FIFO buffer 1760, a connection to memory interface 530, at least one of three scaler positioning slots 1730, 1734, and 1736, a write FIFO buffer 1740, a read FIFO buffer 1750, and an output FIFO buffer 1770. Scaler positioning slots may correspond to the slots described in FIG. 16. For example, scaler positioning slot 1734 may correspond to slots 1630 or 1634, similarly scaler positioning slot 1730 may correspond to slot 1630—as described above using multiplexor 1624 enables slot 1630 to provide the functionality of scaler positioning slots 1730 and 1734. One or two scalars may be positioned in any one or two of three scaler positioning slots 1730, 1734, or 1736 with respect to memory interface 530. Scaler positioning module 1660 may be part of any channel pipeline in FRC pipeline 550.

When synchronous mode is desired the scaler may be positioned in scaler positioning slot 1730. In this mode, FRC may be absent from the system, obviating the need to access memory by the particular FRC channel pipeline. In this mode, the output v-sync signals may be locked to the input v-sync signals.

The scaler may alternatively be positioned in scaler positioning slot 1734. It may be desired to position the scaler in slot 1734 when FRC is needed and the input data should be downscaled. Down-scaling the input data before writing to the memory (i.e., because a smaller frame size may be desired), consequently reduces the amount of memory storage that may be required. Since less data may be stored to the memory, the output data read rate may be reduced, thereby also reducing the total memory bandwidth that is required (and in turn reducing the cost) and providing a more efficient system.

In another scenario, the scaler may be positioned in scaler positioning slot 1736. It may be desired to position the scaler in slot 1736 when FRC is needed and the input data should be up-scaled. The data may be provided to the memory at a lower rate than the output data that is read (i.e., the frame size is smaller at the input than at the output). In turn, less data may be written to the memory by storing the smaller frame and later using the scaler at the output to increase the frame size. For example, if on the other hand, the scaler was positioned before the memory in slot 1734 and was used to upscale the

input data, a larger frame would be stored to the memory thus requiring more bandwidth. However, in this case by positioning the scaler after the memory, a smaller frame may initially be stored to the memory (thus consuming less bandwidth) and later read back and up-scaled.

Since there may be two independent scalers in two separate scalar positioning modules **1660**, for first and second channels, if there is a memory access requirement on both of these scalar positioning modules **1660**, it may be the case that one of them requires high bandwidth and the other may require a low bandwidth memory access. Blank time optimizer (BTO) multiplexor **1650** may provide one or more storage buffers (large enough to store one or more field lines) in order to reduce memory bandwidth and enable any number of channels to share the stored field line—thereby reducing memory storage requirements.

FIG. **18** is an illustrative example of the operation of BTO multiplexor **1650** (FIG. **16**). As shown in FIG. **18**, a first channel (Main) occupies a majority portion of screen **1810** and a second channel (PIP) occupies a smaller portion of screen **1810**. As a consequence, the PIP channel may have less active data and require less access to memory than the Main channel over the same time interval thereby requiring less bandwidth.

For example, if one field line in a frame contains 16 pixels, the PIP channel may only occupy 4 pixels of the total field in the frame while the Main channel may occupy the remaining 12 pixels. The amount of time, therefore, that the PIP channel has to access the memory to process 4 pixels is four times longer than that of the Main channel and thereby requires less bandwidth as shown by memory access timeline **1840** (i.e., the PIP has a larger blank time interval). Therefore, in order to reduce the memory bandwidth that is required, the PIP channel may access the memory at a substantially slower rate and enable the Main channel to use the remaining bandwidth.

BTO multiplexor **1650** may be configured to use various clock rates when accessing memory on different channels. For example, when a slower clock rate may be desired on a particular channel, BTO multiplexor **1650** may receive the requested data from the memory accessing block (client) **1820** (i.e., PIP channel) using one clock rate **1844**, store the data in a field line storage buffer, and access memory using a second clock rate (which may be slower) **1846**. By preventing the client from using a high clock rate to access memory directly and instead using a field line buffer to access memory with a slower clock rate, the bandwidth requirement may be reduced.

BTO multiplexor **1650** may enable sharing of different channel field line buffers which may further reduce the amount of storage required by off-chip memory **300**. This way BTO multiplexor **1650** may use the shared field line buffers to blend or overlay the different channels that share a portion of the display.

The output of BTO multiplexor **1650** may be provided to color processing and channel blending video pipeline **560** (FIG. **5**). FIG. **19** illustrates a more detailed description of the color processing and channel blending (CPCB) video pipeline **560**. CPCB video pipeline **560** includes at least a sampler **1910**, a visual processing and sampling module **1920**, an overlay engine **2000**, and auxiliary channel overlay **1962**, further primary and auxiliary channel scaling and processing modules **1970** and **1972**, a signature accumulator **1990**, and a downscaler **1980**.

The functions of CPCB video pipeline **560** may include at least improving video signal characteristics such as image enhancement by luma and chroma edge enhancement, and film grain generation and addition through blue noise shaping

mask. Additionally, the CPCB video pipeline **560** can blend at least two channels. The output of the blended channels may be selectively blended with a third channel to provide a three channel blended output and a two channel blended output.

As shown in FIG. **21**, CMU **1930**, which may be included in the overlay engine **2000** portion of the CPCB video pipeline **560**, may improve at least one video signal characteristic. The video signal characteristics may include adaptive contrast enhancement **2120**, brightness, contrast, hue and saturation adjustment globally in the image, intelligent remapping of color locally **2130**, intelligent saturation control keeping the hue and brightness unchanged, gamma control through a look up table **2150** and **2160**, and color space conversion (CSC) **2110** to desired color space.

The architecture of CMU **1930** enables the CMU to receive video channel signal **1942** in any format and convert the output **1932** to any other format. CSC **2110** in the front of the CMU pipeline may receive video channel signal **1942** and may convert any possible 3-color space into a video color processing space (e.g., converting RGB to YCbCr). Additionally, a CSC at the end of the CMU pipeline may convert from the color processing space into an output 3-color space. A global processing function **2140** may be used to adjust brightness, contrast, hue and/or saturation and may be shared with the output CSC. Since CSC and global processing function **2140** perform matrix multiplication operations, two matrix multipliers may be combined into one. This type of sharing may be performed by pre-computing the final coefficients after combining the two matrix multiplication operations.

CPCB video pipeline **560** may also provide dithering to a particular number of bits as may be required by a display device. An interlacer for the at least one of the channel outputs may also be provided. CPCB video pipeline **560** may also generate control outputs (Hsync, Vsync, Field) for at least one of the channel outputs that may be displayed on a device. Also, CPCB video pipeline **560** may separate brightness, contrast, hue and saturation adjustment globally for at least one of the output channels and provide extra scaling and FRC for at least one of the output channels.

Referring again to FIGS. **16** and **19**, channel outputs **1656**, **1652**, and **1654** from FRC pipeline **550** are provided to CPCB video pipeline **560**. First channel **1656** may be processed along a first path which may use sampler **1910** for up-sampling video signal on first channel **1656** and the output **1912** of sampler **1910** may be provided to both a primary channel overlay **1960** and an auxiliary channel over **1962** to produce a blended image for at least one of the outputs. Second channel **1652** may be processed along a second path that provides visual processing and sampling on module **1920**. The output of the visual processing and sampling module **1920** (which may up-sample the video signal) may be input to video overlay **1940** (or overlay engine **2000**) for blending or positioning a third channel **1654** (which may also be run through sampler **1910**) with the output. The function of overlay engine **2000** will be described in more detail in connection with FIG. **20**.

The output **1942** (which may be first video channel signal **1623** overlaid with second video channel signal **1625**) of video overlay may be provided through CMU **1930** to primary channel overlay **1960** and may also be provided to a multiplexor **1950**. In addition to receiving output **1942** of video overlay, multiplexor **1950** may also receive outputs of visual processing and sampling module **1920** and sampler **1910**. Multiplexor **1950** operates to select which of its video signal inputs to provide to auxiliary channel overlay **1962**. Alternatively, a multiplexor **1951** may select either the output of multiplexor **1950** or output **1932** of CMU **1930** to provide as video signal output **1934** to auxiliary channel overlay

1962. The arrangement of the processing units before the primary and auxiliary channel overlays enables the same video signal to be provided to the primary as well as the auxiliary channel overlays. After further processing by units **1970** and **1972**, the same video signal (V1) may be simulta- 5 neously 1) output for display on primary output **1974** as a primary output signal and 2) undergo further down-scaling prior to being output for display or storage on auxiliary output **1976** as auxiliary output signal.

In order to provide independent control of data selection to 10 both primary output **1974** and auxiliary output **1976**, the primary and auxiliary channels may be formed by independently selecting first and second video channel signals **1932** and **1934** from the first and second video channel overlay module **1940**. Auxiliary channel overlay module **1962** may select the first video channel signal **1652**, the second video channel signal **1654**, or the overlaid first and second video channel signal **1942**. Since CMU **1930** is applied to first video channel signal **1652**, second video channel signal **1654** may be selected either before or after CMU **1930** by multiplexor **1951** depending on whether the first and second video chan- 20 nel signals have the same or different color spaces. Additionally, first and second video channel signals **1932** and **1934** may have independent blending with third video channel signal **1656**.

CPCB video pipeline **560** may also provide scaling and FRC for auxiliary output **1976** represented by downscaler **1980**. This feature may be necessary in order to provide separate auxiliary output **1976** from primary output **1974**. Since the higher frequency clock should be selected as the scaling clock, the CPCB video pipeline **560** may run off the primary output clock because the auxiliary clock frequency may be less than or equal to that of the primary clock. Down- 25 scaler **1980** may also have the capability of generating interlaced data, which may undergo FRC and output data formatting to be used as the auxiliary output.

In some scenarios, when the first channel is an SDTV video signal and primary output **1974** should be an HDTV signal while auxiliary output **1976** should be an SDTV video signal, CMU **1930** may convert the first channel SD video signal into HD video and then perform HD color processing. In this case, multiplexor **1950** may select as its output video signal **1942** (signal that may not be passed through CMU **1930**) thereby providing an HD signal to primary channel overlay module **1960** and the processed SDTV signal to auxiliary channel overlay **1962**. Further auxiliary channel scaling and processing module **1972** may perform color control for auxiliary output **1976**.

In some other scenarios, when the first channel is an HDTV video signal and primary output **1974** should be an HDTV signal while auxiliary output **1976** should be an SDTV video signal, CMU **1930** may perform HD processing and multiplexor **1951** may select output of CMU **1932** to provide the HDTV processed signal to auxiliary channel overlay module **1962**. Further auxiliary channel scaling and processing module **1972** may perform color control to change the color space into SDTV for auxiliary output **1976**.

In some other scenarios, in which both primary and auxiliary outputs **1974** and **1976** should be SD video signals, further channel scaling and processing modules **1970** and **1972** may perform similar color control functions to place the signals in condition for output to corresponding primary and auxiliary outputs **1974** and **1976**.

It should be understood that if a video channel does not use a particular portion of the pipeline in any of pipeline segments **540**, **550**, **560**, and **570** (FIG. 5) then that portion may be configured to be used by another video channel to enhance

video quality. For example, if second video channel **1264** does not use de-interlacer **340** in FRC pipeline **550**, then first video channel **1262** may be configured to use de-interlacer **340** of second video channel pipeline in order to improve its 5 video quality. As described in connection with FIG. 15, an additional noise reducer **330** and an additional de-interlacer **340** may increase the quality of a particular video signal by allowing shared memory pipeline segment **1260** to process additional field lines simultaneously (e.g., 6 simultaneous 10 field line processing).

Some example output formats that may be provided using CPCB video pipeline **560** include National Television Systems Committee (NTSC) and Phase Alternating Line (PAL) primary and secondary outputs of the same input image, HD and SD (NTSC or PAL) primary and secondary outputs of the same input image, two different outputs in which a first chan- 15 nel image is provided on the primary output and a second channel image is provided on the auxiliary output, overlaid first and second channel video signals on the primary output and one channel video signal (first channel or a second channel) on the auxiliary output, different OSD blending factors (alpha values) on the primary and auxiliary outputs, independent brightness, contrast, hue, and saturation adjustments on the primary and auxiliary outputs, different color spaces for the primary and auxiliary outputs (e.g., Rec. **709** for primary 20 output and Rec. **601** for auxiliary output), and/or sharper/smoothed image on an auxiliary outputs through the use of different sets of scaling coefficients on a first channel scaler and a second channel scaler.

FIG. 20 illustrates in more detail overlay engine **2000** (FIG. 19). Overlay engine **2000** includes at least video overlay module **1940**, CMU **1930**, first and second channel parameters **2020** and **2030**, a selector **2010**, and a primary M-plane overlay module **2060**. It should be understood that primary 25 M-plane overlay **2060** is similar to primary channel overlay **1960** (FIG. 19) but may include additional functionality that may be used to blend or overlay further channel video signals **2040** with third channel input **1912** (FIG. 19).

Overlay engine **2000** may generate a single video channel stream by placing M available independent video/graphics planes on the final display canvas. In one particular embodiment overlay engine **2000** may generate a single channel stream by placing 6 planes on the final display canvas. Position for each plane on the display screen may be configurable. The priority of each plane may also be configurable. For 35 example, if the position of the planes on the display canvas is overlapped, then priority ranking may be used to resolve which plane is placed on top and which plane may be hidden. The overlay may also be used to assign an optional border for each plane.

Examples of further video channel signals **2040** and their sources may include a main plane which may be first channel video signal **1652**, PIP plane which may be second channel video signal **1654**, char OSD plane which may be generated using an on-chip character OSD generator, bit-mapped OSD plane which may be generated using a bit-mapped OSD engine. The OSD images may be stored in a memory where a memory interface may be used to fetch various bit-mapped pre-stored objects in the memory and place them on the canvas which may also be stored in the memory. The memory interface may also perform format conversions while fetching the requested object. The bit-mapped OSD engine may read the stored canvas in a raster scan order and send it to the overlay. Additional video channel signals **2040** may include a 40 cursor OSD plane which may be generated by a cursor OSD engine and may use a small on-chip memory to store the bit map of a small object like a cursor, an external OSD plane

which is received from an external source. The external OSD engine may send out the raster control signals and the display clock. The external OSD source may use these control signals as a reference and send data in the scan order. This data may be routed to the overlay. If an external OSD plane is enabled, Flexiport may be used to receive the external OSD data.

Overlay **1940** before CMU **1930** may overlay first video channel stream **1653** and second video channel stream **1655**. Overlay **1940** may enable CMU **1930** to perform more efficiently by allowing the CMU **1930** to operate on a single video stream thereby obviating the need to replicate modules within CMU **1930** for multiple video channel streams. Overlay **1940** in addition to providing a single video channel signal **1942** to CMU **1930** may also provide a portion (i.e., pixel-by-pixel) indicator **1944** to CMU **1930** that identifies the video portion as either belonging to the first video channel stream or the second video channel stream.

Two sets of programmable parameters **2020** and **2030** that correspond to first video channel stream **1653** and second video channel stream **1655** may be provided. Selector **2010** may use portion indicator **1944** to select which programmable parameters to provide to CMU **1930**. For example, if portion indicator **1944** indicates that the portion processed by CMU **1930** belongs to first video channel stream **1653**, selector **2010** may provide to CMU **1930** programmable parameters **2020** that correspond to first video channel stream **1653**.

There may be the same number of layers as the number of video planes. Layer **0** may be the bottom most layer and the subsequent layers may have an increasing layer index. The layers may not have dimensional or positional characteristics but instead may provide an order in which they should be stacked. Overlay engine **2000** may mix the layers beginning with layer **0** and moving upwards. Layer **1** may be first blended with layer **0** using a blend factor associated with the video plane put on layer **1**. The output of layer **0** and layer **1** blending may then be blended with layer **2**. The blend factor that may be used may be the one associated with the plane put on layer **2**. The output of the layer **0**, layer **1**, and layer **2** blending may then be blended with layer **3** and so on until the final layer is mixed. It should be understood that one of ordinary skill may choose to blend the layers in any combination without departing from the teachings of this invention. For example, layer **1** may be blended with layer **3** and then with layer **2**.

It should also be understood that although overlay engine **2000** is described in connection with the primary output channel, color processing and channel blending pipeline **560** may be modified to provide an M-plane overlay using overlay engine **2000** on auxiliary output channel.

FIG. **22** illustrates in more detail back end pipeline stage **570** of the video pipeline. Back end pipeline stage **570** may include at least a primary output formatter **2280**, a signature accumulator **1990**, an auxiliary output formatter **2220** and a selector **2230**.

Back end pipeline stage **570** may perform output formatting for both primary and auxiliary outputs and may generate control outputs (Hsync, Vsync, Field) as the auxiliary output. The back end pipeline stage **570** may facilitate both digital and analog interfaces. Primary output formatter **2280** may receive processed primary video channel signals **1974** and generate a corresponding primary output signal **492a**. Auxiliary output formatter **2220** may receive processed auxiliary video channel signals **1976** and generate a corresponding auxiliary output signal **492b**. Signature accumulator **1990** may receive auxiliary video channel signals **1976** and accumulate and compare the differences between the accumulated signals to determine the video signal quality of the output

video signal and may provide this information to a processor to change system parameters if necessary.

Auxiliary video channel signals **1976** may also be provided to a CCIR656 encoder (not shown) prior to being formatted for output **492b**. The CCIR656 encoder may perform any necessary encoding to place the signal in condition for external storage or some other suitable means. Alternatively auxiliary video channel signals **1976** may be provided as output signal **492b** without being encoded or formatted by using selector **2230** to select bypass auxiliary video channel signal **2240**.

An interlacing module (not shown) in back end pipeline stage **570** may also be provided. If an input signal is interlaced, it may first be converted to progressive by de-interlacer **340** (FIG. **13**). The de-interlacer may be necessary because all the subsequent modules in the video pipeline stages may work in the progressive domain. The interlacer in back end pipeline stage **570** may be selectively turned on if an interlaced output is desired.

The interlacer module may include at least a memory large enough to store at least two lines of pixels but may be modified to store an entire frame if necessary. The progressive input may be written to the memory with the progressive timings. The interlaced timings in lock with the progressive timings may be generated at half the pixel rate. The data may be read from the memory with the interlaced timings. Even field lines may be dropped in odd fields and odd field lines may be dropped in even fields. This in turn may produce an interlaced output that is suitable for use with a given device.

Thus it is seen that apparatus and methods for providing multiple high-quality video channel streams using shared storage are provided. A person skilled in the art will appreciate that the present invention can be practiced by other than the described embodiments, which are presented for purposes of illustration rather than of limitation, and the present invention is limited only by the claims which follow.

What is claimed is:

1. A shared memory video processing system comprising:
 - a noise reducer that receives a live field, a delayed live field, a first noise reduced live field, and a first delayed noise reduced live field and that provides a second noise reduced live field;
 - a plurality of field buffers that receive said second noise reduced live field and that provide said first noise reduced live field and a third noise reduced live field;
 - a plurality of line buffers that receive said live field and said first, second and third noise reduced live fields and that provide said delayed live field, said first delayed noise reduced live field, a second delayed noise reduced live field, and third delayed noise reduced live field; and
 - a de-interlacer that receives said first noise reduced live field, said first delayed noise reduced live field, said second noise reduced live field, said second delayed noise reduced live field, said third noise reduced live field, and said third delayed noise reduced live field.
2. The system of claim 1, wherein a first of said plurality of field buffers stores said second noise reduced live field and moves previously stored contents of said first field buffer to a second of said plurality of field buffers.
3. The system of claim 2, wherein said previously stored contents comprise said third noise reduced live field.
4. The system of claim 3, wherein said first noise reduced live field comprises previously stored contents of said second field buffer.
5. The system of claim 1, wherein said delayed live field and said first, second and third delayed noise reduced live

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fields each correspond respectively to said live field and said first, second and third noise reduced live fields delayed by at least one time interval.

6. The system of claim 5, wherein said delayed live field and said first, second and third delayed noise reduced live fields are each further delayed by at least one time interval.

7. The system of claim 6, wherein said noise reducer, said plurality of field buffers, and said de-interlacer each receive said further delayed live field and said first, second and third delayed noise reduced live fields.

8. The system of claim 1, wherein said noise reducer and said de-interlacer share access to at least one of said plurality of field buffers.

9. The system of claim 1, wherein said noise reducer and said de-interlacer share access to at least one of said plurality of line buffers.

10. A method for processing a plurality of field lines in a shared memory video processing system, the method comprising:

processing a live field, a delayed live field, a first noise reduced live field, and a first delayed noise reduced live field to provide a second noise reduced live field;

buffering said second noise reduced live field to provide a third noise reduced live field;

delaying said live field and said first, second and third noise reduced live fields and providing said delayed live field, said first delayed noise reduced live field, a second and third delayed noise reduced live field; and

processing said first noise reduced live field, said first delayed noise reduced live field, said second noise reduced live field, said second delayed noise reduced live field, said third noise reduced live field, and said third delayed noise reduced live field, to provide a de-interlaced output.

11. The method of claim 10, wherein said buffering further comprises storing said second noise reduced live field and moving previously stored contents of a first buffer to a second buffer.

12. The method of claim 11, wherein said previously stored contents comprise said third noise reduced live field.

13. The method of claim 12, wherein said first noise reduced live field comprises previously stored contents of said second buffer.

14. The method of claim 10, wherein said delayed live field and said first, second and third delayed noise reduced live fields each correspond respectively to said live field and said first, second and third noise reduced live fields delayed by at least one time interval.

15. The method of claim 14, wherein said delayed live field and said first, second, and third delayed noise reduced live field are each further delayed by at least one time interval.

16. The method of claim 15 further comprising receiving said further delayed live field and said further delayed first, second, and third noise reduced live fields.

17. The method of claim 10 further comprising sharing access to at least one of said buffered noise reduced live fields.

18. The method of claim 10 further comprising sharing access to at least one of said delayed noise reduced live fields.

19. A shared memory video processing system comprising: signal processing circuitry operable to process a plurality of live fields and a plurality of noise reduced live fields; delay circuitry operable to delay at least one of said plurality of live fields and at least one of said plurality of noise reduced live fields to produce at least one delayed live field and at least one delayed noise reduced live field; and

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wherein said signal processing circuitry is further operable to process along with said plurality of live fields and said plurality of noise reduced live fields said at least one delayed live field and said at least one delayed noise reduced live field.

20. The system of claim 19, wherein said delay circuitry comprises at least one field line buffer.

21. The system of claim 19 further comprising a memory device coupled to the delay circuitry, wherein:

said signal processing circuitry is further operable to:

read a once delayed noise reduced live field from a first portion of said memory device;

store a noise reduced live field in said first portion of said memory device; and

read a twice delayed noise reduced live field from a second portion of said memory device; and

said delay circuitry is further operable to further delay said once delayed noise reduced live field and said twice delayed noise reduced live field.

22. The system of claim 21, wherein said signal processing circuitry is further operable to perform a noise reduction on said at least one live field, said at least one delayed live field, said twice delayed noise reduced live field and said further delayed twice delayed noise reduced live field.

23. The system of claim 22, wherein said signal processing circuitry is further operable to perform a de-interlacing operation on said at least one noise reduced live field, said once delayed noise reduced live field, said further delayed once delayed noise reduced live field and said further delayed twice delayed noise reduced live field.

24. The system of claim 23, wherein said noise reduction and said de-interlacing operation share said further delayed twice delayed noise reduced live field provided by a field line buffer.

25. A method of operating a shared memory video processing system, the method comprising:

processing a plurality of live fields and a plurality of noise reduced live fields;

delaying at least one of said plurality of live fields and at least one of said plurality of noise reduced live fields to produce at least one delayed live field and at least one delayed noise reduced live field; and

processing along with said plurality of live fields and said plurality of noise reduced live fields said at least one delayed live field and said at least one delayed noise reduced live field.

26. The method of claim 25 further comprising:

reading a once delayed noise reduced live field from a first portion of a memory device;

storing a noise reduced live field in said first portion of said memory device;

reading a twice delayed noise reduced live field from a second portion of said memory device; and

further delaying said once delayed noise reduced live field and said twice delayed noise reduced live field.

27. The method of claim 25 further comprising performing a noise reduction on said at least one live field, said at least one delayed live field, said twice delayed noise reduced live field and said further delayed twice delayed noise reduced live field.

28. The method of claim 27 further comprising performing a de-interlacing operation on said at least one noise reduced live field, said once delayed noise reduced live field, said further delayed once delayed noise reduced live field, and said further delayed twice delayed noise reduced live field.

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29. The method of claim 28, further comprising sharing, during said noise reduction and said de-interlacing operation, said further delayed twice delayed noise reduced live field.

30. An apparatus for processing a plurality of field lines in a shared memory video processing system, the apparatus comprising:

means for processing a live field, a delayed live field, a first noise reduced live field, and a first delayed noise reduced live field to provide a second noise reduced live field;

means for buffering said second noise reduced live field to provide a third noise reduced live field;

means for delaying said live field and said first, second and third noise reduced live fields and providing said delayed live field, said first delayed noise reduced live field, a second and third delayed noise reduced live field;

means for processing said first noise reduced live field, said first delayed noise reduced live field, said second noise reduced live field, said second delayed noise reduced live field, said third noise reduced live field, and said third delayed noise reduced live field to provide a de-interlaced output.

31. The apparatus of claim 30, wherein said means for buffering further comprises means for storing said second noise reduced live field and means for moving previously stored contents from a first buffer means to a second buffer means.

32. The apparatus of claim 31, wherein said previously stored contents comprise said third noise reduced live field.

33. The apparatus of claim 32, wherein said first noise reduced live field comprises previously stored contents of said second buffer means.

34. The apparatus of claim 30, wherein said delayed live field and said first, second and third delayed noise reduced live fields each correspond respectively to said live field and said first, second and third noise reduced live fields delayed by at least one time interval.

35. The apparatus of claim 34, wherein said delayed live field and said first, second and third delayed noise reduced live fields are each further delayed by at least one time interval.

36. The apparatus of claim 35 further comprising means for receiving said further delayed live field and said further delayed first, second and third noise reduced live fields.

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37. The apparatus of claim 30 further comprising means for sharing access to at least one of said plurality of buffered noise reduced live fields.

38. An apparatus for operating a shared memory video processing system, the apparatus comprising:

means for processing a plurality of live fields and a plurality of noise reduced live fields;

means for delaying at least one of said plurality of live fields and at least one of said plurality of noise reduced live fields to produce at least one delayed live field and at least one delayed noise reduced live field; and

means for processing along with said plurality of live fields and said plurality of noise reduced live fields said at least one delayed live field and said at least one delayed noise reduced live field.

39. The apparatus of claim 38 further comprising:

means for reading a once delayed noise reduced live field from a first portion of a memory device means;

means for storing a noise reduced live field in said first portion of said memory device means;

means for reading a twice delayed noise reduced live field from a second portion of said memory device means; and

means for further delaying said once delayed noise reduced live field and said twice delayed noise reduced live field.

40. The apparatus of claim 39 further comprising means for performing a noise reduction on said at least one live field, said at least one delayed live field interval, said twice delayed noise reduced live field and said further delayed twice delayed noise reduced live field.

41. The apparatus of claim 40 further comprising means for performing a de-interlacing operation on said at least one noise reduced live field, said once delayed noise reduced live field, said further delayed once delayed noise reduced live field, and said further delayed twice delayed noise reduced live field.

42. The apparatus of claim 41, further comprising means for sharing during said noise reduction and said de-interlacing operation said further delayed twice delayed noise reduced live field.

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